

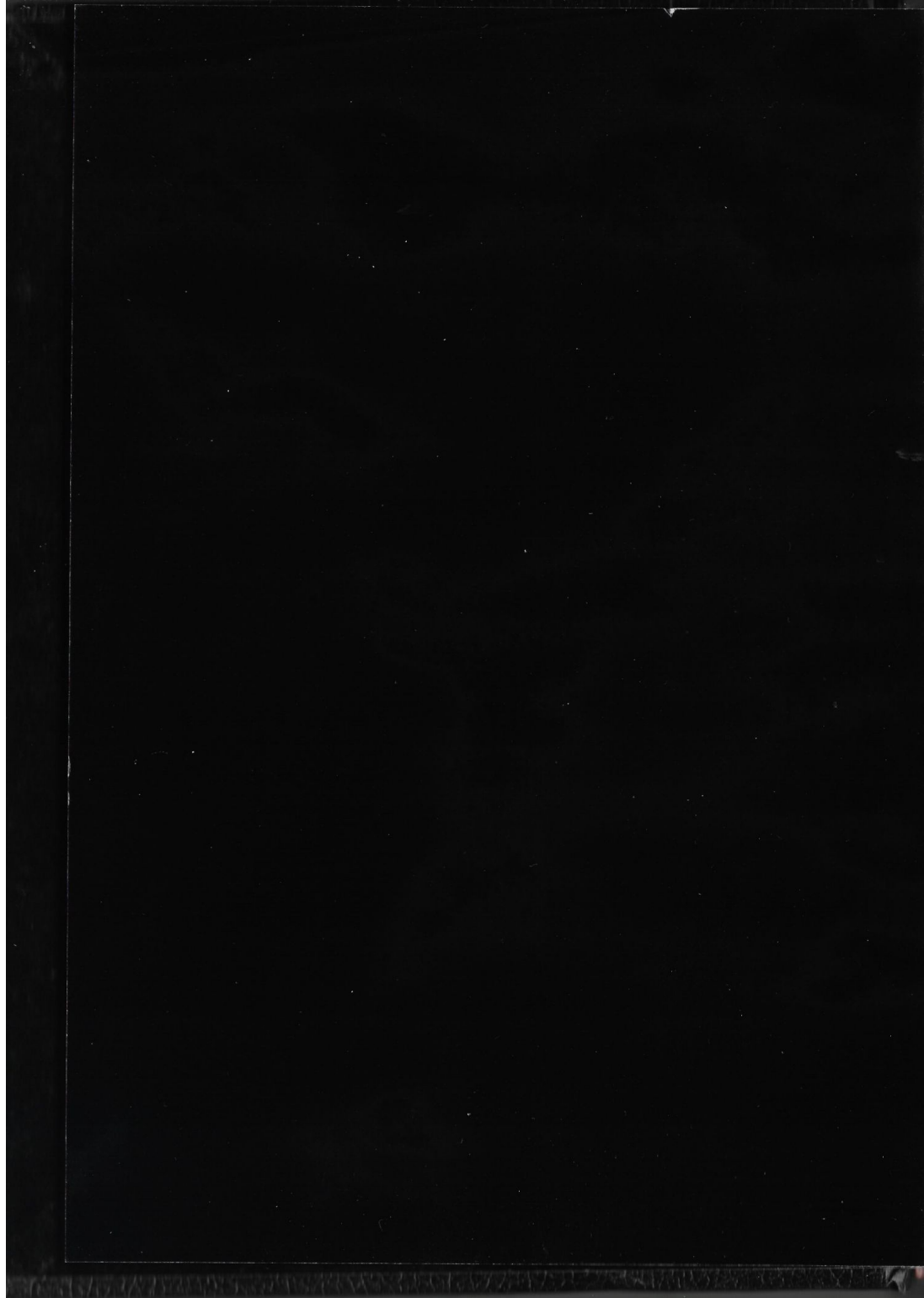
OFFICIAL STRATEGY GUIDE

LUNAR²

ETERNAL BLUE
COMPLETE

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Exclusive Character Artwork!
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Exclusive Interviews With LUNAR 2's Creators!

WORKING DESIGNS[®]



LUNAR²

ETERNAL BLUE

COMPLETE

THE OFFICIAL STRATEGY GUIDE

Kadokawa Shoten

角川書店

Publishing Co., Ltd.

ESP **GA**
ENTERTAINMENT
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HIRO

“Grandpa, you’ve always wanted to explore the Blue Spire. Let’s make this our first big adventure!”

Hiro is an adventurous youth who has been greatly influenced by his grandfather Gwyn’s love of archaeology. Legends of the Four Dragons, the Dragonmasters, and the Goddess Althena fascinate him. Hiro hopes that by unlocking the secrets of the past, he will be able to understand the future. Although Hiro isn’t supposed to explore the ancient ruins near his home without Gwyn’s supervision, he frequently breaks this rule, taking Ruby with him into the most dangerous areas he can find. Fortunately, he’s pretty handy with a boomerang!



▲ Hiro’s leapin’ Poe Sword attack is one of the most dependably damaging maneuvers in the game.

RUBY

"I can't help wondering what we'll find at the Blue Spire! What do you think it is, Hiro?"

Ruby has been Hiro's companion for as long as anyone can remember, and she is *very* protective of her lifelong friend. (Actually, she thinks of Hiro as somewhat more than a friend, but her affections go unrequited.) Ruby claims to be a baby Red Dragon, but nobody believes her, not even Hiro. Ruby has a constant craving for fish, and a bad habit of speaking her mind at the wrong time—just like a certain other "flying cat." Sooner or later, this little wisecracker is bound to get Hiro into more trouble than he can get himself out of....



Ruby's behavior in battle is determined by a somewhat complicated formula. Here's the dilly, yo:

1. If there's an enemy on the battlefield with 5 or less HP, Ruby will automatically attack it. (This becomes 30 or less HP after Ruby undergoes a life-changing metamorphosis during the adventure.)
2. Otherwise, the game chooses a random number between 0 and 100. If the number is less than: $[(5 \text{ minus the number of party members}) \times G] + 25$, Ruby attacks a random monster. $G=15$ at the start of the game, and 10 after the metamorphosis.



▲ Whenever a monster attacks Hiro, li'l Ruby retaliates with cat-scratch fever or a blast of flaming halitosis.

GWYN

“You’ve gone and grown up on me, Hiro, much as your grandpa hates to admit it.”

Gwyn is an aging scholar who dreams about making his mark in the field of archaeology before he dies. He has devoted his entire life to the study of the Blue Spire and similar ruins, and has become a notable expert. Gwyn has taught Hiro and Ruby how to explore the ancient ruins near their home, though he’s warned them never to go there without him. (Being an impetuous youth, Hiro disregards his grandfather’s warnings, and frequently sneaks out of the house with Ruby to engage in late-night tomb-raiding.)

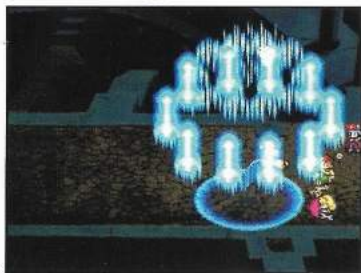


▲ Gwyn starts with two healing spells, but the old dog learns two new (and essential) tricks at Hiro’s side.

LUCIA

“You must guide me to the Goddess Althena. It is urgent that I find her and speak with her.”

Lucia is a mysterious young lady with incredible magical powers, who is haunted by recurring nightmares about the horrible future of Lunar. She also seems troubled by a terrible secret she cannot share. Lucia is woefully naive when it comes to dealing with other people; she has trouble expressing (and containing) her emotions, and looks to Hiro for guidance and protection. She is obsessed with contacting Althena, and begs Hiro to help her find the Goddess. Will her mission cause the ruination of the world?

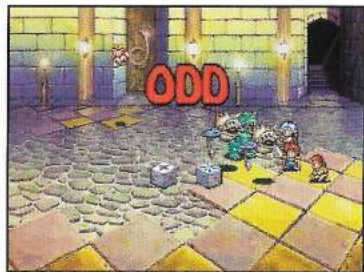


▲ Lucia has many powerful spells at her disposal, but you can't control when she uses them. Bollocks!

RONFAR

“Good for you, buddy. It takes a strong man indeed to admit that he really sucks at something.”

Ronfar was once a priest in the service of the Goddess Althena, and he possesses impressive healing abilities—but when he was unable to save his true love from an evil spell, he swore never to use his magical powers again. He currently resides in Larpa, where he spends his time gambling and drinking. His lucky dice have never let him down, and neither has his considerable charm. Ronfar is a womanizer who’s always concerned about the fairer sex, and the ladies are all too eager to return his affections!



▲ When Ronfar's not using his healing touch, he's rolling his lucky dice (to which many critters are vulnerable).

JEAN

**"We're a troupe of performers.
We travel from town to town
and put on spectacular shows!"**

Jean is a fan dancer in a caravan of nomadic performers, and the star attraction of the Madoria Carnival. She's a tomboy who tends to be a bit overbearing at times, and she doesn't often develop strong relationships with other people. Jean is an extremely talented fighter, but she has yet to tell her fellow performers of her martial-arts skills. Jean's dark past is about to catch up with her, and it won't be a pretty sight!



▲ Jean is initially reluctant to reveal her mad karate-choppin' skills, but you'll be very happy when she does.

LEMINA

“I’m the Premier of the Magic Guild of Vane! Well, okay, I’m just the Junior Premier...but still!”

Lemina is the Junior Premier of the Magic Guild of Vane. Unlike her mother, Miria, she doesn’t seem to understand the legacy of the great magicians who once inhabited this ancient city, and she doesn’t seem to possess any of their noble qualities. Instead, she seems to be a very selfish and arrogant brat whose only concern is money. Yet, at times, she does allow people to see her softer side. Despite her greedy demeanor, her magic skills are extremely powerful—but can Hiro afford to have her in his party?



▲ Lemina’s potent elemental attack spells almost make you forget the fact that she’s a money-grubbing wench.

LEO

"The Destroyer is coming to our world, and the Blue Spire is the place at which it will enter!"

This noble Beastman is the leader of Althena's Guard, a group of elite soldiers sworn to uphold the orders of the Goddess. Althena has granted Lord Leo the use of the Dragonship *Destiny*, which allows him to roam the world of LUNAR and protect its inhabitants from danger. Leo's skill as a swordsman is unmatched by any human. Leo is currently searching for a Destroyer that has come to LUNAR. Can Hiro help him find it?



▲ Lord Leo, a.k.a. the White Knight, specializes in sword-slashing and earth-smashing.

This ghost from the past will emerge from the shadows to forge a new alliance. In times past, he fought for the protection of the Goddess, alongside the legendary heroes of that time. Since he last appeared on LUNAR, he has mastered a host of new spells, making him extremely powerful. He seems to be misunderstood by the people of LUNAR. Some believe that he is serving the Goddess, while others are convinced that he's turned to the service of evil. You'll have to decide for yourself where his allegiance lies.



This mysterious stranger is the leader of the Dragon Kids of Taben's Peak. Because of his impressive fighting skill and strong leadership, he's earned the respect and unwavering trust of his loyal followers. Granted, they're just orphaned children who don't know any better, but they need someone to look up to, even if it's this guy. Due to his recent raids on travelers, he's become a wanted outlaw. Fortunately, he has a master plan. Seek him out, as he has many secrets that will no doubt aid you in your quest.

ALTHENA

Ever since the death of Alex, the last Dragonmaster, the Goddess Althena has not been seen in the land. She is rumored to have locked herself inside the walls of the Holy City of Pentagulia. Despite the world's being at peace, the citizens are in a state of unrest, as Althena is not the same person that many had come to love and respect. Many people are saying that the bonds of Althena are too oppressive, while others are wondering how Althena became an oppressor in the first place. What's happened to her?



MAURI



Mauri, like her brother Leo, is whole-souled in her devotion to Althena. By drawing upon the power of the Red Dragon, Mauri is able to carry out her priestly duties for the Goddess. The people find Mauri to be very quiet, yet friendly. Before becoming one of the Four Heroes, Mauri was in love with Ronfar. They were to be married, until fate stepped in and decided otherwise. Mauri chose to give up her former way of life in order to serve the Goddess. Will fate once again intervene and decide a new future for her?

LUNN

Blue Master Lunn is the current governor of Meribia. He looks after many of the towns in the vicinity of Meribia, protecting them from danger. He has also established the town of Horam, which is a training center to instruct people in the ways of the martial arts. The people who know Lunn think of him as the greatest of the Four Heroes, but he views himself as a humble servant to the Goddess, at least in public. Some have come to question Lunn's true motives. If only they knew his terrible secret....



BORGAN

Despite his rather ghastly appearance, Borgan claims to have a heart of gold. His magic is without equal among any person in the known world. Since he draws upon the Black Dragon for his strength and magical abilities, he has an endless supply of power. His primary goal is to recapture the glory of Vane, but in a glorious new city he has designed. He spends most of his time in service to the Goddess Althema, but he still finds time to help people develop their magic skills. Will Borgan have a task for Hiro at the Guild?









WEAPONS, ARMOR, AND ITEMS

The next few dozen pages are stuffed with descriptive charts and adorable pictures of all the weapons, armor, and items to be found in **LUNAR2**. We've also included a comprehensive alphabetical index of *every* item in the game, along with the locations where they can be found. Why have we done this? Because it's what we were born to do. Below is a sample chart with explanations of all those mysterious categories:

This is the formal name of the item. Nicknames and alternate names (i.e., "Lil' Poker Thingie") are not included.

This is a pithy description of the item. Some folks thought the descriptions were silly, but we told them to pith off.

This is the purchase price of the item. When selling the item, you only receive half the cost. If no price is shown, the item can't be sold.

SWORDS				Bladed weapons that are used to slay monsters and poke your pals in the buttocks				
NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
BITCHIN' SWORD		Chops monsters into Kibbles & Bits. Attack +69	6995s					

This is a screen-grabbed and Photoshop®-processed picture of the item, as seen in Ruby's inventory display.

This describes the effect or effects of the item. Negative effects (i.e., Dexterity -5) are shown in **red**, the color of danger and pizza sauce.

This shows which of the game's five major characters—excluding Gwyn, whose role in the quest is minimal, and Lucia, whose actions you can't control—can use the item.

REJECTED LUNAR2 PACK-INS



LUCIA'S SWIMSUIT

PROS:

Adds no weight to the hefty packaging; extremely affordable to produce; encourages hardcore gamers to go outside.

CONS:

Might also encourage naked romps by hardcore gamers with less-than-ideal physiques.



HIRO'S BOOMERANG

PROS:















Would boost sales in Australia; everyone loves a pack-in that can cause serious injury.

CONS:

Hundreds of accidental amputations and decapitations would result in a class-action lawsuit against Working Designs.















SWORDS

Bladed weapons used to slay monsters and poke your pals in the buttocks.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
SHORT SWORD		Or a <i>really</i> long dagger. Attack +17	340s					
LONG SWORD		Standard military weapon. Attack +23	690s					
BROADSWORD		Warriors dig wide blades. Attack +31	1240s					
SILVER SWORD		It's a great time to be silver! Attack +40	1600s					
BASTARD SWORD		Made by an illegitimate blacksmith. Attack +49	2450s					
SMASH SABER		Thick as Ronfar, heavy as Borgan. Attack +70, <i>Agility -5, Speed -5</i>	2100s					
RUNE SWORD		Inscribed with mystic symbols. Attack +57, Wisdom +2, MgcDef +2	3990s					
PLATINUM BLADE		Made of lightweight metal. Attack +67, Speed +5	5360s					
SAMURAI SWORD		Fight with honor. Attack +76, Agility +5	6840s					
AMETHYST SWORD		A magic blade of dark crystal. Attack +85, Wisdom +5	8500s					
MASTER SWORD		For experts only. Att.+94, Def.+2, Agi.+2, Spd.+2, Range+2	10340s					
GHALEON'S SWORD		The gift of a good man. Attack +100, Wisdom +9, MgcDef +9	---					
ALTHERNA'S SWORD		This weapon is divine. Att.+111, All Stats (Except Attacks) +7	---					
DYNE'S SWORD		Blade of a Dragonmaster. Attack +65, Defense +5, MgcDef +5	4550s					
WHITE FANG		This sword has bite. Attack +94, Agility +5	10340s					
NAMELESS SWORD		Masterwork of an unknown artisan. Attack+107, Def.+5, MgcDef+5, Range+5	12600s					























DAGGERS











Daggers aren't as powerful as swords, but they allow for two attacks instead of one, making them (generally) more useful against weaker enemies.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
DAGGER		Half-step above a butter knife. Attack +2, Attacks +1	80s					
ANCIENT DAGGER		Old-school critter-cutter. Attack +6, Attacks +1, Agi. +2, Spd. +2	200s					
STAR DAGGER		Steals MP from enemies! Attack +26, Attacks +1, Luck +7	2000s					
RUSTY DAGGER		Not stainless steel. Attacks +1	2s					

MACES

When in doubt, bludgeon someone's brains in. (That's my motto, anyway.)

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
MACE		Iron-plated brain-basher. Attack +15	300s					
FLAIL		Chain of sharp silver spikes. Attack +21	630s					
SILVER MACE		Shiny skull-smashing stick. Attack +33	1320s					
GOLDEN MACE		Really just gold-PLATED. Attack +42	2100s					
SPIRIT MACE		For priests with pure hearts. Attack +50	3000s					
RITUAL MACE		Used in religious ceremonies. Attack +58	4060s					
PLAYING FLAIL		Mighty mace for martial artists. Attack +72	5760s					
AMETHYST MACE		Constructed of crystal shards. Attack +80	7200s					
PRAYER MACE		Enemies pray for you to miss. Attack +88	8800s					
HOLY MACE		Weapon blessed by the Goddess. Attack +93, Wisdom +8, MgcDef +8	10230s					
JUSTICE ROD		Renders divine judgment upon foes. Attack +100, Def. +10, MgcDef +10	12000s					

FANS		Jean's dancing/fighting accessories, <i>not</i> her legions of male admirers.		HIRO	RONFAR	JEAN	LEMINA	LEO
NAME	ICON	DESC./EFFECT	COST					
FEATHER FAN		Ornamental dancing fan. Attack +24	720s					
IRON FAN		Crafted from sharp steel strips. Attack +29	1160s					
RAZOR FAN		Gives a clean, close shave. Attack +36	1800s					
PLATINUM FAN		Magical fan of white metal. Attack +43	2580s					
JEAN'S FAN		Vividly-decorated and very deadly. Attack +50	3500s					

CLAWS		With these weapons, Jean gives her enemies cat scratch fever.		HIRO	RONFAR	JEAN	LEMINA	LEO
NAME	ICON	DESC./EFFECT	COST					
IRON CLAW		Weapon of the wolverine. Attack +55	4400s					
BLACK PANTHER CLAW		Forged from the hardest iron. Attack +66	5940s					
WHITE TIGER CLAW		Grrr, baby! Very grrrr! Attack +77	7700s					
CRUSHING FIST		Strong enough to smash stone. Attack +87	9570s					
BERSERKER CLAW		Slices through flesh and bone. Attack +99	11880s					
FIERCE FIST		This weapon is fueled by rage. Attack +60	5886s					

PUNCHING PUPPET PICTURES



























It has become standard practice for videogame retailers to offer free goodies, called "premiums," to any customer who pre-orders certain games by forking over \$10-\$20 reservation fees. T-shirts, backpacks, and even clocks have been offered as premiums—but when Working Designs decided to produce a pre-order premium for *LUNAR 2*, we knew it had to be the most spectacular premium in retail history. That's why we decided upon the *LUNAR Limited Edition Interactive Amusement*, a.k.a. the Ghaeleon punching puppet. The following pictures document the various stages of puppet production, which are carried out in a top-secret laboratory deep in the Malaysian rainforest.



▲ Spray-painting a gaggle of disembodied heads.

STAFFS

We called these "canes" in *LUNAR: SSSC*, but we were really dumb back then. To use a staff's magical effect, select the Attack option.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
MAGIC STAFF		Used by Magic Guild students. Casts <i>Thunder Bolt</i> spell (pg. 54).	1200s					
QUAKE STAFF		Your opponents get stoned. Casts <i>Rock Viper</i> spell (pg. 52).	2000s					
THUNDER STAFF		Summons bolts from the blue. Casts <i>Lightning Rain</i> spell (pg. 54).	2000s					
WATER STAFF		Drowns foes in high-quality H2O. Casts <i>Ice Pick</i> spell (pg. 55).	2000s					
FLAME STAFF		Giant fiery spheres are fun! Casts <i>Flame</i> spell (pg. 53).	2000s					
WIND STAFF		Also called the Kite-Slayer. Casts <i>Wind Cutter</i> spell (pg. 56).	2000s					
EARTH STAFF		Unleashes a rain of rocks. Casts <i>Rock Crush</i> spell (pg. 52).	6000s					
LIGHTNING STAFF		Very, very frightening! Casts <i>Plasma Shock</i> spell (pg. 54).	6000s					
ICE STAFF		Warning: nipping may occur. Casts <i>Ice Lance</i> spell (pg. 55).	6000s					
HELLFIRE STAFF		Burn, baby, burn. Casts <i>Flame Bomb</i> spell (pg. 53).	6000s					
HURRICANE STAFF		Conjures the perfect storm. Casts <i>Squall</i> spell (pg. 56).	6000s					
SAGE STAFF		Casts a unique (and very powerful) EZ-range spell, with no MP cost!	20000s					
THIEVES' STAFF		Has a 30% chance of pilfering an item from the targeted enemy (50% if the Goddess Crest is equipped!).	---					



▲ Combing Ghaleon's hair.



▲ A chorus line of Ghaleons.







































▲ The majestic finished product.

Pre-order
LUNAR 2 or *Ghaleon*
will suffocate you in
your sleep.

METAL

This armor is the hard stuff, most of which can only be worn by sword-swinging studs.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
LEATHER ARMOR		Made from the toughest cows. Defense +12	360s					
CHAIN MAIL		Light linked armor. Defense +18	720s					
PLATE ARMOR		Good protection and easy to wear. Defense +30	1000s					
IRON ARMOR		Full-body metallic suit. Defense +26	1300s					
SILVER ARMOR		The codpiece is a bit snug. Defense +32	1920s					
PLATINUM ARMOR		Precious metal, painstakingly molded. Defense +40	2800s					
WARRIOR ARMOR		Heavy-duty and dent-resistant. Defense +48	3840s					
AMETHYST ARMOR		Made of magical crystal. Defense +56	5040s					
DYNE'S ARMOR		A Dragonmaster perspired in this! Defense +64	6400s					
DRAGON ARMOR		Made of dragon scales. Defense +75	8250s					
GODDESS ARMOR		Athlena leads you into battle. Def. +70, Agi/Spd./Wis./MgcDef +5	8200s					
CHAOS ARMOR		In battle, Defense is randomly set to a value between 0 (!) and Defense+59. Luck +8	1554s					

When this procedure is complete, I shall once again be able to see my unit!

REJECTED LUNAR² PACK-INS

This doesn't make me look dumb, right? Chicks will dig it, right?



BORGAN'S FAT

PROS:
Borgan's self-esteem will be stronger than ever; more than enough fat to include in every package.

CONS:
Unfortunately problems with spillage; a leaner, meaner Black Wizard could conceivably procreate (shudder).

















LEO'S HORN

PROS:
Allows LUNAR fans to live out their twisted Beastman fantasies and/or say "I feel horny" for big laughs.

CONS:
You could put someone's eye out with that thing; obsessed fans might Krazy Glue the horn to their heads.

















CLOTHES

Priestly threads which, fortunately for Ronfar, are surprisingly stain-resistant.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
PRIEST CLOTHES		Outfit of The Chosen. Defense +23, MgcDef +1	1150s					
PURITY CLOTHES		Purified by a priest. Defense +30, MgcDef +2	1800s					
CEREMONIAL CLOTHES		Worn for religious rituals. Defense +37, MgcDef +3	2590s					
HOLY CLOTHES		These reflect a priest's virtue. Defense +44, MgcDef +4	3520s					
BATTLE CLOTHES		Divine protection. Defense +52, MgcDef +5	4680s					
MIRACLE CLOTHES		Miraculously easy to wash. Defense +60, MgcDef +6	6000s					
SAINT CLOTHES		Great garb for purified priests. Defense +70, MgcDef +7	7700s					

ROBES

Lovely Lemina fits her fine form into these girly garments.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
ROBE		Exquisitely comfy terry-cloth. Defense +13, Wis. +1, MgcDef +1	520s					
SILVER ROBE		Sewn with silver thread. Defense +17, Wis. +2, MgcDef +2	680s					
FUR ROBE		Wear the fur and no more "brrrr." Defense +21, Wis. +3, MgcDef +3	1050s					
MAGICIAN ROBE		Buxom assistant not included. Defense +30, Wis. +4, MgcDef +4	2100s					
IMMORTAL ROBE		Long-lasting magic garment. Defense +40, Wis. +5, MgcDef +5	3200s					
WISDOM ROBE		Boosts wearer's magic power. Defense +50, Wis. +6, MgcDef +6	4500s					
AURA ROBE		Glow in the dark. Defense +60, Wis. +7, MgcDef +7	6000s					
SAGE ROBE		Top-of-the-line threads. Defense +70, Wis. +8, MgcDef +8	7700s					









































SHIRTS		The only type of "armor" that everyone can wear. Iron and ironing board not included.		HIRO	RONFAR	JEAN	LEMINA	LEO
NAME	ICON	DESC./EFFECT	COST					
PEASANT CLOTHES		Moth-eaten and SO out of style. Defense +3	30s					
ADVENTURER'S CLOTHES		Several layers of coarse cloth. Defense +6	120s					
BLUE PAJAMAS		Warmer than sleeping naked. Defense +3	30s					
RED PAJAMAS		Any man wearing this isn't a man. Defense +3	30s					
YELLOW PAJAMAS		Made of magical flannel. Defense +66	660s					

DRESSES		Jean showcases her bodacious bod in these revealing garments.		HIRO	RONFAR	JEAN	LEMINA	LEO
NAME	ICON	DESC./EFFECT	COST					
PRETTY DRESS		Custom-tailored outfit. Defense +14	420s					
FLARED DRESS		Wide, poofy garment. Defense +18	720s					
FUR DRESS		Real fur? How un-PC! Defense +21	1300s					
SILK DRESS		Smooth and stylish. Defense +34	2040s					
JEAN'S DRESS		Gorgeous or gaudy? You decide. Defense +42	2940s					

WRAPS		Jean ditches her flashy dresses for strictly functional wraps after...well, you'll see.		HIRO	RONFAR	JEAN	LEMINA	LEO
NAME	ICON	DESC./EFFECT	COST					
HAWK WRAP		Fly like an eagle. Defense +58	4240s					
NINJA WRAP		Punch, kick, it's all in the mind. Defense +67	5500s					
TIGER WRAP		You look FIERCE, girlfriend! Defense +76	6900s					
SCARLET WRAP		Enemies' blood blends right in. Defense +85	8470s					

SHIELDS



















In clinical studies, four out of five dentists recommended shields to patients who didn't want to get their teeth knocked out.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
SAUCEPAN LID		"Shield" for kids and midgets. Defense +2	6s					
WOOD SHIELD		Splintery slice of lumber. Defense +5	100s					
IRON SHIELD		Standard military shield. Defense +10	300s					
SILVER SHIELD		Lightweight and easy to handle. Defense +15	600s					
STEEL SHIELD		For fans of heavy metal. Defense +20	1000s					
PLATINUM SHIELD		Buy two and go "double platinum." Defense +25	1500s					
WARRIOR SHIELD		Large enough to deflect any blow. Defense +31	2170s					
AMETHYST SHIELD		Surprisingly shatter-proof. Defense +36	2880s					
MASTER SHIELD		Forged BY experts FOR experts. Defense +42	3780s					
LEGENDARY LID		Taken from the Magical Saucepan. Def.+20, All Stats (Except Attacks) +2	1462s					
DRAGON SHIELD		Almost indestructible. Defense +50	5000s					
HOLY SHIELD		Bright-shining blow-blocker. Defense +46, MgcDef +4	4800s					



BRACELETS





















Ronfar might wear a bracelet, but he's still ALL man, baby!

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
BRACELET		Light, white wrist-wrap. Defense +4	80s					
IRON BRACELET		Metal bangle with heavy dangle. Defense +8	240s					
SILVER BRACELET		Lookit the sparkle! Defense +12	480s					
STEEL BRACELET		More functional than stylish. Defense +17	850s					
PLATINUM BRACELET		A shielded wrist is a happy wrist. Defense +22	1320s					
BEJEWELED BRACELET		Taste the rainbow! Defense +27	1890s					
AMETHYST BRACELET		Massive magical manacle. Defense +32	2560s					
HOLY BRACELET		Can I GET a hallelujah?! Defense +38	3420s					
GODDESS BRACELET		Touched by the Goddess herself. Defense +44	4400s					








GAUNTLETS

You could throw these down, but then you'd lose valuable Defense points, so don't.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMUNA	LEO
IRON GAUNTLET		Low-budget arm-armor. Defense +3	60s					
SILVER GAUNTLET		This does NOT detonate. Defense +8	320s					
PLATINUM GAUNTLET		Shimmering shielding. Defense +13	650s					
MAGIC GAUNTLET		Imbued with a protective spell. Defense +18	1080s					
JEWEL GAUNTLET		This is a real gem. Defense +22	1540s					
MYSTIC GAUNTLET		Comes with all-seeing magic eye. Defense +27	2160s					
PSYCHO GAUNTLET		It's crazy how protective it is. Defense +33	2970s					
GODDESS GAUNTLET		Keeps your arm safe and warm. Defense +40	4000s					

ARMLETS

Protective thingmabobs which fit exclusively upon Jean's forearms.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMUNA	LEO
HAWK ARMLET		Emblazoned with a hawk's claw. Defense +26	1820s					
LEOPARD ARMLET		Engraved with a leopard's paw. Defense +31	2480s					
TIGER ARMLET		Painted with a tiger's stripes. Defense +36	3240s					
LUNN'S ARMLET		Proof of martial-arts prowess. Defense +43	4300s					



































◀ Conceptual artwork...



...and final product. ▶

HELMETS

Cover up your cranium and preserve the few brain cells you have left.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
SAFETY HELMET		Flame-retardant 'fro-cap. Defense +15, Luck +2	800s					
LEATHER CAP		Conceals bad-hair days. Defense +2	40s					
IRON HELM		Standard military helmet. Defense +5	150s					
SILVER HELM		Polished 'til it shines. Defense +9	360s					
STEEL HELM		Gives your neck muscles a workout. Defense +13	650s					
PLATINUM HELM		Lightweight brain-bucket. Defense +17	1020s					
WARRIOR HELM		Lobotomy-prevention device. Defense +21	1470s					
AMETHYST HELM		Magical mullet-musher. Defense +25	2000s					
MASTER HELM		Provides unrestricted vision. Defense +29	2710s					
DRAGON HELM		Legendary puss-protector. Defense +35	3500s					
LION HELM		For kings of the jungle. Defense +34	3400s					
































BANDANNAS

There are ten lovely sweat-rags for Ronfar to collect during the game. Here are five...

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
BANDANNA		Stop the agony of sweat-in-eye. Defense +1	10s					
COLORFUL BANDANNA		Tie-dyed with fluorescent colors. Defense +3	60s					
SILVER BANDANNA		Expensive hair cloth. Defense +6	240s					
LUCKY BANDANNA		With secret pocket for marked cards. Defense +9, Luck +2	450s					
SOUL BANDANNA		Calms the mind and improves magic. Defense +12, Wisdom +2	600s					











HAIRPINS

Because magical scrunchies haven't yet been invented in the world of LUNAR.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
CUTE RIBBON		Makes its wearer irresistibly cute. Defense +8, MgcDef +8	520s					
HEADBAND		Keeps long hair under control. Defense +3	60s					
SILVER HAIRPIN		High-class hair accessory. Defense +6	180s					
PLATINUM HAIRPIN		Preferred by platinum blondes. Defense +9	360s					
BEJEWELED HAIRPIN		Contains a magical gem. Defense +12	600s					
RITUAL HAIRPIN		Ceremonial clip. Defense +15	900s					
GOLD HAIRPIN		Isn't your hair worth it? Defense +18	1260s					
AMETHYST HAIRPIN		Creepy-looking and magic-imbued. Defense +21	1680s					
HOLY HAIRPIN		Built-in bell to drive away spirits. Defense +24	2160s					
GODDESS HAIRPIN		Heartily endorsed by Althema. Defense +30	3000s					
FANTASY RIBBON		Once used by Mia Ausa. Defense +30, Luck +2	3000s					

BANDANNAS

...and here are five more. Now sit back and watch as Ronfar "ties one on." Giggles, snort.

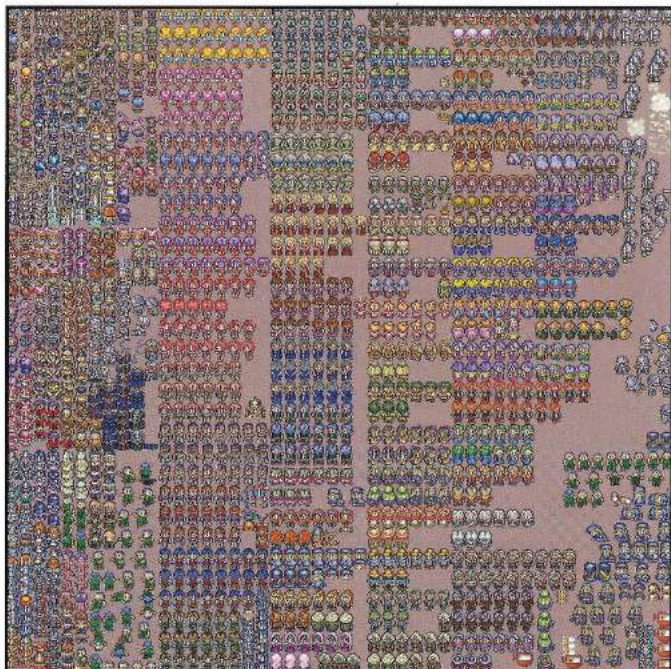
NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
CHARM BANDANNA		Charms the ladies, that is. Defense +15, MgcDef +2	900s					
PRAYER BANDANNA		Purified for hippie priests. Defense +18, Wis. +1, MgcDef +1	1260s					
SPIRIT BANDANNA		Wards off ghosts. Defense +21, Agility +1, Wisdom +1	1680s					
AURA BANDANNA		Provides a surge of holy power. Defense +24, MgcDef +5	2160s					
MIRACLE BANDANNA		Made of holy cloth. Def. +27, All Stats (Except Attacks) +4	3000s					

RINGS		Guaranteed not to turn your finger green. Each character can wear one or two of 'em.	
NAME	ICON	DESC./EFFECT	COST
ANGEL RING		During combat, automatically revives its wearer from a faint (once only).	5000s
ANTI-MAGIC RING		Increases Magic Defense by 10%.	9000s
BARRIER RING		Increases its wearer's Defense and Magic Defense by +15.	4000s
CLEAR RING		During combat, its wearer cannot be muted or charmed.	10000s
DEW RING		During combat, its wearer is immune to sleep spells.	3200s
EARTH RING		Decreases damage from Thunder and Wind spells.	5000s
ENDURANCE RING		Increases Defense by 10%.	9000s
FIEND RING		Increases Defense by ((Defense x 3)/10) and MgcDef by ((MgcDef x 3)/10), but HP are reduced to 1.	1s
FORCE RING		Decreases damage from all types of magic attacks.	11000s
FRESH RING		During combat, protects its wearer from poison, paralysis, and sleep.	10000s
HEALING RING		During combat, restores a bit of its wearer's HP after each turn.	6000s
LUCK RING		Increases its wearer's Luck by 10 (although you should take care not to press it).	3100s
PHOENIX RING		Decreases damage from Water and Wind spells.	5000s
PLASMA RING		Decreases damage from Earth and Water spells.	5000s
PROTECTION RING		Increases its wearer's Defense by +10.	3200s
PURITY RING		During combat, protects its wearer from poison.	3200s

RINGS (CONT.)

Helpful hint: if a woman asks you for a ring, run far, far away.








NAME	ICON	DESC./EFFECT	COST
SHIELD RING		Decreases damage caused by physical (non-magical) attacks.	11000s
SNAKE RING		Increases its wearer's ability to avoid attacks during combat.	4000s
SPIRIT RING		Increases its wearer's Magic Defense by 10.	3400s
STARDUST RING		During combat, restores a bit of its wearer's MP after each turn.	9000s
TRI-RING		Prevents <i>all</i> status changes: its wearer can't be charmed, muted, et cetera.	15000s
VIGOR RING		During combat, its wearer cannot be paralyzed.	3500s
WATER RING		Decreases damage from Fire and Thunder spells.	5000s
WIND RING		Decreases damage from Earth and Fire spells.	5000s



CRESTS		Characters can equip crests individually, or in certain combinations, to gain...	
NAME	ICON	DESC./EFFECT	COST
CHARM CREST		Enables Charm Magic.	3000s
CHIRO CREST		Increases its user's Speed by +10, but decreases Wisdom by -5.	4000s
DREAM CREST		Enables Sleep Magic.	3000s
EARTH CREST		Enables Earth Magic.	3000s
FIRE CREST		Enables Fire Magic.	3000s
GALE CREST		Attacks +1, Defense -5, Wisdom -5. Does not work with Staves.	15000s
GODDESS CREST		Heightens the power of other crests and enables certain spells to be cast.	---
HEALING CREST		The user's attacks absorb enemy HP.	5000s
HUNTER CREST		Increases its user's Agility by +10, but decreases Wisdom by -5.	3500s
MAGIC EYE CREST		Increases its user's Wisdom by +10, but decreases Attack by -5.	4000s
MIND CREST		Enables Paralysis Magic.	3000s
POWER CREST		Heightens the strength of certain other crests.	3500s
REVENGE CREST		Gives its user a 30% chance of counter-attacking when a monster strikes.	5000s
SEAL CREST		Enables Muting Magic.	3000s
SHIRO CREST		Increases the user's Range by +5, but decreases Wisdom by -5.	2000s
SHOCK CREST		When its user attacks, a powerful shock wave shoots across the battlefield in a straight line, damaging any monster it strikes.	15000s










CRESTS (CONT.)

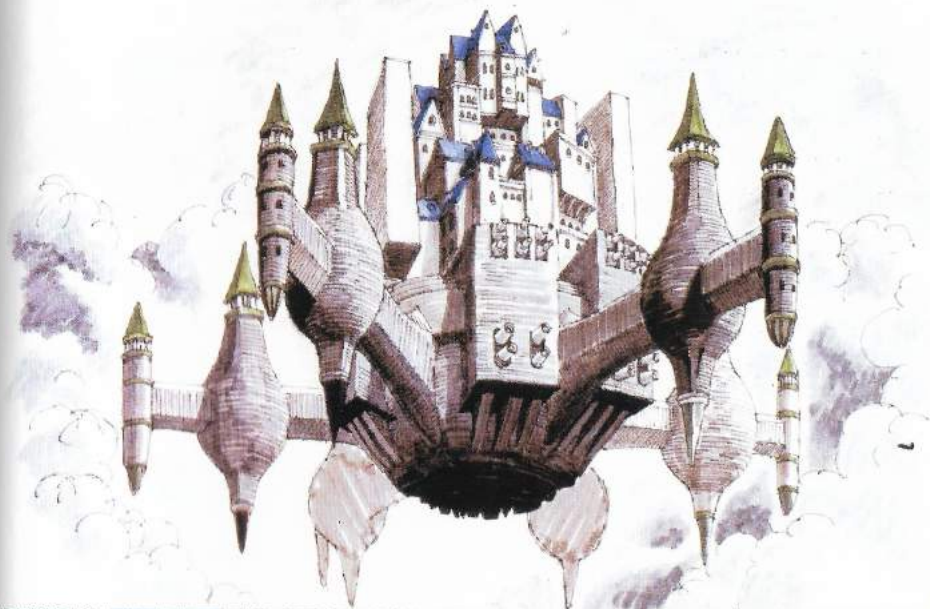
...special magical spells. See pages 51-59 for all the gory details.












NAME	ICON	DESC./EFFECT	COST
SNAKE CREST		Enables Poison Magic.	3000s
THUNDER CREST		Enables Thunder Magic.	3000s
WARRIOR CREST		Increases the user's Attack by +10, but reduces Wisdom by -5.	4000s
WATER CREST		Enables Water Magic.	3000s
WAVE CREST		When its user attacks, a powerful shock wave strikes any monster in front of (and relatively close to) the attacking character.	15000s
WIND CREST		Enables Wind Magic.	3000s
BLACK DRAGON CREST		Grants the power of the Black Dragon Grief spell.	---
BLUE DRAGON CREST		Grants the power of the Blue Dragon Healing spell.	---
RED DRAGON CREST		Grants the power of the Red Dragon Anger spell.	---
WHITE DRAGON CREST		Grants the power of the White Dragon Protect spell.	---



SPECIAL ITEMS		These unusual objects serve special purposes, and some are used to solve puzzles.	
NAME	ICON	DESC./EFFECT	COST
RIGHT SAPPHIRE JEWEL		Hiro's haul from the Dragon Ruins. One of two jewels needed to enter the Blue Spire.	---
LEFT OPAL JEWEL		From Gwyn's collection. One of two jewels needed to enter the Blue Spire.	---
LEFT SAPPHIRE JEWEL		From the Sunken Shrine. One of two jewels needed to enter the Star Dragon Tower.	---
RIGHT OPAL JEWEL		From the Dragon Ruins. One of two jewels needed to enter the Star Dragon Tower.	---
WHITE DRAGON AURA		Essence of the White Dragon. Obtained when you defeat Leo in Pentagulia.	---
BLUE DRAGON AURA		Essence of the Blue Dragon. Obtained when you defeat Lunn in the Zen Zone.	---
BLACK DRAGON AURA		Essence of the Black Dragon. Obtained when you defeat Borgan in Neo-Vane.	---
RED DRAGON AURA		Essence of the Red Dragon. Obtained when you defeat Mauri in Serak Palace.	---
ROPE LADDER		Climbing tool. Used to descend from the Caravan Clearing into Plantella's Lair.	---
MASK		The Masked Man's disguise. Falls off his face at the bottom of the Meribian Sewers.	---
INVITATION		Ticket to the Zen Zone Tournament. Given to you by a dojo leader in Horam.	---
CAVE KEY		Given by Borgan when Neo-Vane crashes. Allows access to the Black Dragon Cave.	---
ALTHENA'S AURA		Found in the Serak Palace. Protects you from Zophar's magic.	---
DRAGONFLY WING		Use it to warp to the entrance of the dungeon you're currently exploring.	40s
WHITE DRAGON WINGS		Similar to the Dragonfly Wing, but can be used as much as you want.	---
SPIRIT TALISMAN		During combat, lowers damage from all elemental spells.	15000s

SPECIAL ITEMS (CONT.)		Here are nine more magical items with fabulous functions.	
NAME	ICON	DESC./EFFECT	COST
NOISY AMULET		During combat, its wearer can't be muted. For sale in Vane.	3200s
POWER TALISMAN		During combat, its wearer can't be charmed. Also for sale in Vane.	4000s
GAUSS'S NECKLACE		Gives its wearer a few measly HP after each round of combat.	1300s
LEMINA'S PURSE		Increases the amount of Silver you collect after each battle by 5%. Only Lemina can equip it, of course.	---
MYSTERE'S MASK		Disguise of the Messenger of Justice.	---
GORGON DOLL		Precious heirloom of the AUSA clan. Wisdom +5, MgcDef +5, Luck -1 .	---
IRON CLOGS		Weight training for karate students. Defense +10, Range -3 .	---
RUBBER BOOTS		Keeps tootsies insulated, and gives its wearer the Thunder element in combat.	---
HERO'S TALISMAN		When equipped, allows its user to cast Burning Rage and boost the party's attacks.	---



HEALING ITEMS		These unusual objects serve special purposes, and some are used to solve puzzles.	
NAME	ICON	DESC./EFFECT	COST
HERB		Recovers a bit of HP.	40s
HEALING NUT		Recovers plenty of HP.	200s
PASSION FRUIT		Recovers all HP.	---
LIFE JEWEL		Recovers plenty of HP for all characters.	7000s
STAR LIGHT		Recovers a bit of MP.	2000s
SILVER LIGHT		Restores all MP.	10000s
PURITY HERB		Cures poisoning.	20s
CLEANSING WATER		Cures paralysis.	60s
HOLY WATER		Cures all conditions (poisoning, paralysis, muting, et cetera).	100s
VITALITY VIAL		Dispels all stat-altering magic which has been cast on a character in combat.	50s
ANGEL'S TEAR		Revives a fainted character.	6000s

VERY SPECIAL ITEMS		These are the three coolest goodies in the game, all of which are obtained near the very end of the quest. More on them (much) later...	
NAME	ICON	DESC./EFFECT	COST
LUCIA'S PENDANT		Allows the player to instantly transport to most locations he's previously visited.	---
ALEX'S OCARINA		Allows the player to listen to all of the game's instrumental music tracks.	---
CRYSTAL REMEMBERIZER		Allows the player to view most of the game's animation sequences, with a catch; the player has to visit each of the locations where the animations took place.	---

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Healing Nut	280	Vane Item Shop (Epilogue)
Healing Ring	178	Azado Tower
Healing Ring	192	White Tower
Healing Ring	215	Neo-Trial Cave
Healing Ring	300	Lionhead
Hellfire Staff	193	Red Tower
Herb	102	East Desert Pass
Herb	108	Blue Spire (2)
Herb	117	Larpa
Herb	117	Larpa General Store
Herb	122	Dalton
Herb	122	Dalton General Store
Herb	126	Starlight Forest
Herb	128	Illusion Woods (2)
Herb	129	Illusion Woods (2)
Herb	130	Caravan Clearing Merchant Shop
Herb	137	Takkar Item Shop
Herb	139	Ghost Manor
Herb	147	East Nota
Herb	147	East Nota Item Shop
Herb	156	West Nota
Herb	156	West Nota Item Shop
Herb	157	Zulan Item Shop
Herb	162	Meribia
Herb	162	Meribia Item Shop
Herb	164	Taben's Peak

ITEM	PG.	LOCATION
Herb	165	Taben's Peak
Herb	172	Vane Item Shop
Herb	176	Azado Item Shop
Herb	202	Horam
Herb	202	Horam Item Shop
Herb	204	Zen Zone Merchant
Herb	212	Zaback Item Shop
Herb	213	Neo-Vane Item Shop
Herb	213	Neo-Vane Item Shop
Herb	280	Vane Item Shop (Epilogue)
Hero's Talisman	306	Brave Labyrinth
Hiro's Bromide	300	Lionhead
Holy Bracelet	240	Althana's Fortress
Holy Clothes	202	Horam Armor Shop
Holy Hairpin	229	Serak Palace
Holy Hairpin	232	Red Dragon Cave
Holy Mace	239	Althana's Fortress
Holy Shield	300	Lionhead
Holy Water	137	Takkar
Holy Water	139	Ghost Manor
Holy Water	148	Carnival
Holy Water	172	Vane Item Shop
Holy Water	176	Azado Item Shop
Holy Water	202	Horam Item Shop
Holy Water	204	Zen Zone Merchant
Holy Water	206	Blue Dragon Cave
Holy Water	207	Blue Dragon Cave
Holy Water	212	Zaback Item Shop
Holy Water	213	Neo-Vane Item Shop
Holy Water	227	Raculi General Shop
Holy Water	233	Red Dragon Cave
Holy Water	239	Althana's Fortress
Holy Water	257	Ramus (Magic Guild)
Holy Water	280	Vane Item Shop (Epilogue)
Hunter Crest	221	Black Dragon Cave
Hunter Crest	227	Raculi General Shop
Hurricane Staff	206	Blue Dragon Cave
Ice Staff	200	White Dragon Cave
Immortal Robe	202	Horam Armor Shop
Invitation	203	Wong-Lee gives this to Jean
Iron Armor	156	West Nota Weapon Shop
Iron Bracelet	137	Takkar Bazaar
Iron Clogs	130	Althana's Spring
Iron Fan	137	Takkar Bazaar
Iron Gauntlet	137	Takkar Bazaar
Iron Gauntlet	141	Lemina starts with it
Iron Helm	147	East Nota Armor Shop
Iron Shield	147	East Nota Armor Shop
Jean's Dress	176	Azado Armor Shop
Jean's Fan	176	Azado Weapon Shop
Jewel Gauntlet	194	Blue Tower
Jewel Gauntlet	195	Black Tower
Jewel Gauntlet	202	Horam Armor Shop
Justice Rod	285	Dragon Ruins
Leather Armor	117	Larpa General Store
Leather Cap	117	Larpa General Store
Left Opal Jewel	105	Grandpa Gwyn gives it to Hiro
Left Sapphire Jewel	289	Water Ruins
Legendary Lid	164	Taben's Peak
Lemina's Purse	172	Vane Magic Guild
Leopard Amulet	212	Zaback Weapons/Armor Store
Life Jewel	130	Althana's Spring
Life Jewel	156	West Nota
Life Jewel	162	Meribia
Life Jewel	164	Taben's Peak

ITEM	PG.	LOCATION
Life Jewel	176	Azado
Life Jewel	192	White Tower
Life Jewel	202	Horam
Life Jewel	212	Zaback
Life Jewel	213	Neo-Vane Bazaar
Life Jewel	229	Serak Palace
Life Jewel	232	Red Dragon Cave
Life Jewel	243	Goddess Tower
Life Jewel	284	Zophar's Keep (2)
Life Jewel	285	Zophar's Keep
Life Jewel	289	Water Ruins
Life Jewel	304	Dragon's Nest
Lightning Staff	220	Black Dragon Cave
Lion Helm	285	Dragon Ruins
Long Sword	122	Dalton Armor/Weapons Store
Lucia's Hat	109	Lucia starts with it
Lucia's Pendant	109	Lucia starts with it
Lucia's Pendant	270	Lucia leaves it for Hiro
Lucia's Robe	109	Lucia starts with it
Luck Ring	164	Taben's Peak
Luck Ring	213	Neo-Vane House 3
Lucky Bandanna	157	Zulan Armor Shop
Lynn's Amulet	299	Lionhead
Mace	105	Gwyn starts with it
Mace	117	Larpa General Store
Magic Eye Crest	213	Neo-Vane Item Shop
Magic Gauntlet	172	Vane Armor Shop
Magic Staff	141	Lemina starts with it
Magic Staff	172	Vane Weapon Shop
Magician Robe	172	Vane Armor Shop
Mask	169	Jean kicks it off the Masked Man's face
Master Helm	229	Serak Palace
Master Helm	257	Leo joins with it
Master Shield	239	Athena's Fortress
Master Shield	257	Leo joins with it
Master Sword	227	Raculi General Shop
Mind Crest	212	Zaback Item Shop
Miracle Bandanna	299	Lionhead
Miracle Clothes	229	Serak Palace
Mystere's Mask	190	Mystere starts with it
Mystic Gauntlet	213	Neo-Vane Bazaar
Nameless Sword	302	Dragon's Nest
Ninja Wrap	212	Zaback Weapons/Armor Store
Noisy Amulet	280	Vane Armor Shop (Epilogue)
Ogre Crest	232	Red Dragon Cave
Passion Fruit	130	Caravan Valley View
Passion Fruit	137	Takkar Bar
Passion Fruit	210	Zaback Mines
Passion Fruit	212	Zaback House 2
Passion Fruit	221	Black Dragon Cave
Passion Fruit	227	Raculi
Passion Fruit	232	Red Dragon Cave
Passion Fruit	243	Goddess Tower
Passion Fruit	280	Vane Item Shop (Epilogue)
Peasant Clothes	120	Ronfar starts with it
Peasant Clothes	156	West Nota House
Peasant Clothes	212	Zaback House 1
Phoenix Ring	159	Zulan Mountain
Plate Armor	157	Zulan Mayor's House
Platinum Armor	172	Vane Armor Shop
Platinum Armor	190	Mystere starts with it
Platinum Blade	192	White Tower
Platinum Blade	202	Horam Weapon Shop
Platinum Bracelet	176	Azado Armor Shop
Platinum Fan	162	Meribia Weapon Shop

ITEM	PG.	LOCATION
Platinum Gauntlet	162	Meribia Armor Shop
Platinum Hairpin	162	Meribia Armor Shop
Platinum Helm	176	Azado Armor Shop
Platinum Helm	190	Mystere starts with it
Platinum Shield	176	Azado Armor Shop
Platinum Shield	190	Mystere starts with it
Power Crest	158	Zulan Mountain
Power Crest	202	Horam Item Shop
Power Talisman	280	Vane Armor Shop (Epilogue)
Prayer Bandanna	202	Horam Armor Shop
Prayer Mace	227	Raculi General Shop
Pretty Dress	133	Jean starts with it
Priest Clothes	156	West Nota Weapon Shop
Protection Ring	202	Horam
Protection Ring	202	Horam Item Shop
Psycho Gauntlet	229	Serak Palace
Purity Clothes	162	Meribia Armor Shop
Purity Herb	117	Larpa General Store
Purity Herb	122	Dalton General Store
Purity Herb	130	Caravan Clearing Merchant Shop
Purity Herb	137	Takkar Item Shop
Purity Herb	147	East Nota Item Shop
Purity Herb	156	West Nota Item Shop
Purity Herb	157	Zulan Item Shop
Purity Herb	162	Meribia Item Shop
Purity Herb	172	Vane Item Shop
Purity Herb	176	Azado Item Shop
Purity Herb	280	Vane Item Shop (Epilogue)
Purity Ring	138	Takkar Mountain Pass
Purity Ring	280	Vane Armor Shop (Epilogue)
Quake Staff	172	Vane Weapon Shop
Razor Fan	157	Zulan Weapon Shop
Red Dragon Aura	230	Majuri gives it to Hiro
Red Dragon Crest	234	Red Dragon gives it to Hiro
Red Pajamas	216	Neo-Magic Guild
Revenge Crest	207	Blue Dragon Cave
Right Opal Jewel	287	Dragon Ruins
Right Sapphire Jewel	100	Hiro starts with it
Ritual Hairpin	194	Blue Tower
Ritual Hairpin	195	Black Tower
Ritual Hairpin	202	Horam Armor Shop
Ritual Mace	172	Vane Weapon Shop
Robe	141	Lemina starts with it
Rope Ladder	133	Jean gives it to Hiro
Rubber Boots	202	Horam Wong Supply
Rune Sword	172	Vane Weapon Shop
Rune Sword	176	Azado Weapon Shop
Rusty Dagger	211	Zaback Mines
Safety Helmet	176	Azado Paranoid Home
Sage Robe	288	Water Ruins
Sage Staff	303	Dragon's Nest
Saint Clothes	288	Water Ruins
Samurai Sword	202	Horam Weapon Shop
Saucepan Lid	117	Larpa
Scarlet Wrap	285	Dragon Ruins
Seal Crest	172	Vane
Seal Crest	227	Raculi General Shop
Shield Ring	233	Red Dragon Cave
Shiro Crest	142	Bandit Butte
Short Sword	117	Larpa General Store
Silk Dress	168	Meribia Sewers
Silk Dress	172	Vane Armor Shop
Silver Armor	162	Meribia Armor Shop
Silver Bandanna	147	East Nota Armor Shop
Silver Bracelet	156	West Nota Weapon Shop

ITEM	PG.	LOCATION
Silver Gauntlet	156	West Nota Weapon Shop
Silver Hairpin	156	West Nota Weapon Shop
Silver Helm	157	Zulan Armor Shop
Silver Light	147	East Nota
Silver Light	168	Merbian Sewers
Silver Light	172	Vane Magic Library
Silver Light	179	Azado Tower
Silver Light	193	Red Tower
Silver Light	210	Zaback Mines
Silver Light	216	Neo-Magic Guild
Silver Light	216	Neo-Trial Cave
Silver Light	227	Raculi
Silver Light	229	Serak Palace
Silver Light	244	Goddess Tower
Silver Light	263	Zophar's Keep (2)
Silver Light	264	Zophar's Keep
Silver Light	266	Zophar's Keep
Silver Light	286	Dragon Ruins
Silver Light	289	Water Ruins
Silver Light	300	Lonhead
Silver Light	304	Dragon's Nest
Silver Mace	137	Takkar Bazaar
Silver Robe	147	East Nota Armor Shop
Silver Shield	157	Zulan Armor Shop
Silver Sword	156	West Nota Weapon Shop
Smash Saber	172	Vane Weapon Shop
Smash Saber	176	Azado Weapon Shop
Snake Crest	129	Illusion Woods
Snake Crest	212	Zaback Item Shop
Snake Ring	199	White Dragon Cave
Soul Bandanna	168	Merbian Sewers
Soul Bandanna	172	Vane Armor Shop
Spirit Bandanna	212	Zaback Weapons/Armor Store
Spirit Mace	164	Taben's Peak
Spirit Talisman	244	Goddess Tower
Star Dagger	220	Black Dragon Cave
Star Light	106	Blue Labyrinth
Star Light	108	Blue Spire
Star Light	122	Dalton
Star Light	129	Illusion Woods
Star Light	137	Takkar
Star Light	139	Ghost Manor (2)
Star Light	142	Bandit Butte
Star Light	152	Mystic Ruins (2)
Star Light	157	Zulan
Star Light	162	Meribia Item Shop
Star Light	168	Merbian Sewers (2)
Star Light	172	Vane Item Shop
Star Light	174	Water Ruins
Star Light	179	Azado Tower
Star Light	199	White Dragon Cave
Star Light	202	Horam
Star Light	207	Blue Dragon Cave
Star Light	211	Zaback Mines
Star Light	213	Neo-Vane Item Shop
Star Light	215	Neo-Trial Cave
Star Light	221	Black Dragon Cave
Star Light	228	Serak Palace
Star Light	232	Red Dragon Cave
Star Light	233	Red Dragon Cave
Star Light	244	Goddess Tower
Star Light	257	Ramus (Magic Guild)
Star Light	280	Vane Item Shop (Epilogue)
Stardust Ring	220	Black Dragon Cave
Steel Bracelet	162	Meribia Armor Shop

ITEM	PG.	LOCATION
Steel Helm	168	Merbian Sewers
Steel Helm	172	Vane Armor Shop
Steel Shield	168	Merbian Sewers
Steel Shield	172	Vane Armor Shop
Thieves' Staff	171	Cave of Trial
Thunder Crest	172	Vane
Thunder Crest	257	Ramus (Magic Guild)
Thunder Crest	280	Vane Weapon Shop (Epilogue)
Thunder Staff	164	Taben's Peak
Thunder Staff	172	Vane Weapon Shop
Tiger Armet	232	Red Dragon Cave
Tiger Wrap	229	Serak Palace
Tri-Ring	244	Goddess Tower
Vigor Ring	174	Water Ruins
Vigor Ring	280	Vane Armor Shop (Epilogue)
Vitality Vial	122	Dalton General Store
Vitality Vial	130	Caravan Clearing Merchant Shop
Vitality Vial	137	Takkar Item Shop
Vitality Vial	147	East Nota Item Shop
Vitality Vial	156	West Nota Item Shop
Vitality Vial	157	Zulan Item Shop
Vitality Vial	162	Meribia Item Shop
Vitality Vial	172	Vane Item Shop
Vitality Vial	176	Azado Item Shop
Vitality Vial	200	White Dragon Cave
Vitality Vial	202	Horam Item Shop
Vitality Vial	204	Zen Zone Merchant
Vitality Vial	212	Zaback Item Shop
Vitality Vial	213	Neo-Vane Item Shop
Vitality Vial	227	Raculi General Shop
Vitality Vial	238	Althens's Fortress
Vitality Vial	257	Ramus (Magic Guild)
Vitality Vial	280	Vane Item Shop (Epilogue)
Warrior Armor	202	Horam Armor Shop
Warrior Crest	174	Water Ruins
Warrior Crest	202	Horam Item Shop
Warrior Helm	202	Horam Armor Shop
Warrior Shield	202	Horam Armor Shop
Water Crest	257	Ramus (Magic Guild)
Water Crest	280	Vane Weapon Shop (Epilogue)
Water Ring	233	Red Dragon Cave
Water Staff	158	Zulan Mountain
Water Staff	172	Vane Weapon Shop
White Dragon Aura	198	Leo gives it to Hiro
White Dragon Crest	201	White Dragon gives it to Hiro
White Dragon Wings	170	Nall gives it to Hiro
White Fang	257	Leo joins with it
White Tiger Claw	227	Raculi General Shop
Wind Crest	199	White Dragon Cave
Wind Crest	257	Ramus (Magic Guild)
Wind Crest	280	Vane Weapon Shop (Epilogue)
Wind Ring	138	Takkar Mountain Pass
Wind Staff	142	Bandit Butte
Wind Staff	172	Vane Weapon Shop
Wisdom Robe	213	Neo-Vane Bazaar
Wood Shield	122	Dalton Armor/Weapons Store
Yellow Pajamas	227	Raculi House 2

MAGIC

This section lists all the spells that **LUNAR**'s cast of characters (not counting Lucia, who casts her spells randomly) can use during the adventure, along with all the spells that can be used by equipping the magical crests (both individually and in certain combinations). We've color-coded each group of spells to make it easy to determine who uses what, and also because colors are pretty. Below are two sample spells:

This is a wee piece of the spell icon, as seen in the character's spell display.

This is the name of the spell, but I sincerely hope that you already knew that.

BOOMERANG



LEVEL: 5
MP: 3
TYPE: WIND
RANGE: 1E

Delivers a whack and comes back. Hiro starts the game with this spell.

This is a description of the spell, usually containing many small words and one dumb joke.

For crest-based spells, these adorable icons (and accompanying text blurb) indicate the crest or crests that must be used to activate the spell.

THUNDER TORNADO



CRESTS: THUNDER, WIND
MP: 25
TYPE: SPECIAL
RANGE: AE

Combination attack of Thunder and Wind Magic.

LEVEL

This is the level that the character must reach before he can use the spell.

MP

This is the amount of magic points used when the spell is cast.

TYPE

This is the type of spell. Certain monsters are especially vulnerable or resistant to certain types of spells. There are 11 types of attack magic: Charm, Death, Earth, Fire, Paralyze, Poison, Seal, Sleep, Thunder, Water, and Wind.

RANGE

Indicates the effective range of the spell.



1A
Only affects the selected ally.



AA
Affects all of the allies in the party.



AZ
Affects the allies in a selected area.



OS
Only affects the spellcaster.



1E
Only affects the selected enemy.



AE
Affects all enemies on the screen.



EZ
Affects enemies in a selected area.



SL
Affects enemies in the line of attack.

HIRO'S MAGIC

Ruby is a great friend...and a friendship is all it is, I swear to Althena!



BOOMERANG



LEVEL: 5
MP: 3
TYPE:
WIND
RANGE:
1E



Delivers a whack and comes back. Hiro starts the game with this spell.

CROSS-BOOMERANG



LEVEL: 24
MP: 6
TYPE:
WIND
RANGE:
1E



A double-dose of flying wood, and a more powerful version of the Boomerang attack.

SQUALL



LEVEL: 9
MP: 7
TYPE:
WIND
RANGE:
EZ



Today's forecast: one big ol' cyclone.

TEMPEST



LEVEL: 27
MP: 14
TYPE:
WIND
RANGE:
EZ



Ain't no calm before *this* storm. A more powerful version of the Squall spell.

VORTEX



LEVEL: 20
MP: 10
TYPE:
WIND
RANGE:
AE



What happens when Althena sneezes. Every monster on the battlefield suffers a wind-whipping.

SUPER CYCLONE



LEVEL: 37
MP: 20
TYPE:
WIND
RANGE:
AE

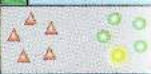


A flurry of furious funnels, and a more powerful version of the Vortex.

SPEED STORM



LEVEL: 33
MP: 8
TYPE:
SUPPORT
RANGE:
OS



Hiro increases his own Agility, so he can attack the icky-poo monsters before they attack him.

POE SWORD



LEVEL: 7
MP: 6
TYPE:
SWORD
RANGE:
1E

Hiro hops high and hits hard. Hiro will use this attack many, *many* times during the course of the game.

SYBILLIUM SWORD



LEVEL: 16
MP: 10
TYPE:
SWORD
RANGE:
EZ

Hiro lets rip with a wind bomb. (Insert your favorite flatulence joke here.)

BATALLION SWORD



LEVEL: 30
MP: 14
TYPE:
SWORD
RANGE:
SL

Hiro does the ol' dash-and-slash. Ideal for when your foolish foes are in a parade formation.

CONCUSSION SWORD



LEVEL: 41
MP: 20
TYPE:
DEATH
RANGE:
EZ

Hiro unleashes the bang (apologies to Diamond Dallas Page) and blasts a group of enemies.

TRIPLE SWORD



LEVEL: 50
MP: 30
TYPE:
SWORD
RANGE:
1E

Three strikes and the enemy's out. Supremely useful against bosses.



RONFAR'S MAGIC

According to the ladies, it's not my dice that are magic...it's my manly hands.



HEAL LITANY



LEVEL: 12
MP: 4
TYPE:
HEALING
RANGE:
1A



Restores HP to one ally, using the formula: $\{[(\text{Ronfar's max HP} \times 40)/100] + \text{random number from 0 to 7}\} = \text{HP restored}$.

CALM LITANY



LEVEL: 12
MP: 12
TYPE:
HEALING
RANGE:
AA



Restores HP to all allies, using the formula: $\{[(\text{Ronfar's max HP} \times 40)/100] + \text{random number from 0 to 7}\} = \text{HP restored}$.

DESTINY DICE



LEVEL: 13
MP: 5
TYPE:
LUCK
RANGE:
AE/OS



Choose odd or even. Guess right and all enemies take damage; guess wrong and Ronfar loses a few HP.

MAGIC (RONFAR)

ESCAPE LITANY

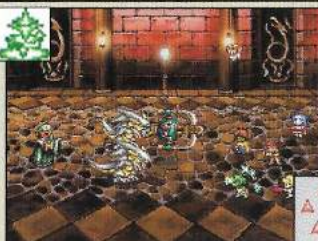


LEVEL: 16
MP: 2
TYPE:
SUPPORT
RANGE:
AA



Teleport to the entrance of the dungeon you're currently exploring. Use it when your situation is dire.

PURITY LITANY



LEVEL: 18
MP: 12
TYPE:
HEALING
RANGE:
1A



Restores all HP of one ally.

TRANQUIL LITANY



LEVEL: 34
MP: 24
TYPE:
HEALING
RANGE:
AA



Restores all HP to all allies. Devours MP, but very useful nonetheless. An upgraded version of Calm Litany.

ANGER DICE



LEVEL: 12
MP: 2
TYPE:
FIRE
RANGE:
1E



The higher Ronfar's roll, the more flaming damage inflicted on the targeted enemy.

LUNAR 2: THE OFFICIAL STRATEGY GUIDE



REVIVE LITANY

LEVEL: 21
MP: 12
TYPE:
HEALING
RANGE:
1A



Awakens a fainted ally, but without many HP (kinda-sorta like an Angel's Tear).

SAINT LITANY

LEVEL: 15
MP: 5
TYPE:
HEALING
RANGE:
1A



The targeted ally receives a small amount of HP after each turn, similar to the effect of the Healing Ring.

CLEAN LITANY

LEVEL: 12
MP: 3
TYPE:
HEALING
RANGE:
1A



One ally is cured of all conditions.

RECOVERY COIN

LEVEL: 30
MP: 20
TYPE:
LUCKY
RANGE:
AA



This spell will either revive all the fainted characters or restore major HP to all the conscious characters.

MIRACLE LITANY

LEVEL: 46
MP: 30
TYPE:
HEALING
RANGE:
1A



Awakens a fainted ally and restores all their HP in the process. An upgraded version of Revive Litany.

DIVINE LITANY

LEVEL: 42
MP: 20
TYPE:
HEALING
RANGE:
AA



All allies receive a small amount of HP after each turn. An upgraded Saint Litany that's great for boss battles.

CLEANSING LITANY

LEVEL: 54
MP: 18
TYPE:
HEALING
RANGE:
AA



All allies are cured of all conditions, thanks to the power of non-HMO magic. An upgraded Clean Litany.

LIGHT LITANY



LEVEL: 26
MP: 8
TYPE:
HEALING
RANGE:
1E/1A

Steals some HP from an enemy and gives them to one of your buds.

SHINING LITANY



LEVEL: 38
MP: 30
TYPE:
HEALING
RANGE:
AE/AA

Grabs a bunch of HP from bad guys and hands 'em to all conscious good guys. A powered-up Light Litany.

GWYN'S MAGIC

You know, I'd trade all my wisdom for the ability to stand upright.



HEAL LITANY



LEVEL: 9
MP: 4
TYPE:
HEALING
RANGE:
1A

Restores HP to one ally, using the formula: $\{[(\text{Gwyn's max HP} \times 40)/100] + \text{random number from 0 to 7}\} = \text{HP restored}$.

CALM LITANY



LEVEL: 9
MP: 12
TYPE:
HEALING
RANGE:
AA

Restores HP to all allies, using the formula: $\{[(\text{Gwyn's max HP} \times 40)/100] + \text{random number from 0 to 7}\} = \text{HP restored}$.

FRACTURED ARMOR



LEVEL: 11
MP: 10
TYPE:
SUPPORT
RANGE:
1E

Decreases the targeted enemy's Defense rating. Very handy against a certain very nasty boss.

SHATTERED SWORD



LEVEL: 12
MP: 8
TYPE:
SUPPORT
RANGE:
1E

Decreases the targeted enemy's Attack rating. Also very handy against a certain very nasty boss.

JEAN'S MAGIC

I know what you're wondering, and the answer is no... I don't have fan lines.



BUTTERFLY DANCE



LEVEL: 20
MP: 9
TYPE:
POISON
RANGE:
EZ

So pretty, yet so poisonous for a group of unfortunate enemies. A powered-up version of Moth Dance.

MOTH DANCE



LEVEL: 16
MP: 6
TYPE:
POISON
RANGE:
1E

Potent poison attack upon a single enemy.

SLEEP STEP



LEVEL: 16
MP: 5
TYPE:
SLEEP
RANGE:
1E

Sends the targeted enemy to dreamland for an extended vacation.

DREAM DANCE



LEVEL: 23
MP: 9
TYPE:
SLEEP
RANGE:
EZ

Causes a group of enemies to take power naps. A powered-up version of Sleep Step.

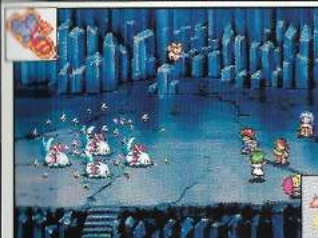
BEE DANCE



LEVEL: 16
MP: 7
TYPE:
PARALYZE
RANGE:
1E

An enemy-paralyzing super-sting.

SWARM DANCE



LEVEL: 26
MP: 12
TYPE:
PARALYZE
RANGE:
EZ

Paralyzes a group of enemies. A powered-up version of Bee Dance.

ENCHANTED KISS



LEVEL: 17
MP: 8
TYPE:
CHARM
RANGE:
1E

The target becomes drunk with lust, and very confused, occasionally attacking his fellow monsters.

SOUL KISS



LEVEL: 29
MP: 14
TYPE:
CHARM
RANGE:
EZ



Gob-smacks a group of enemies. ("Gob-smacked" is a British slang term for "slapped silly." Now you know.)

SLAM DANCE



LEVEL: 51
MP: 32
TYPE:
SUPPORT
RANGE:
SPECIAL

A more powerful version of Dopple Dance.

BLUE DRAGON KICK



LEVEL: N/A
MP: 14
TYPE:
KARATE
RANGE:
SL



Jean streaks across the battlefield, introducing her foes to her feet.

BLUE DRAGON FIST



LEVEL: 46
MP: 32
TYPE:
KARATE
RANGE:
AE



Jean magically multiplies and simultaneously gives an uppercut to every enemy on the battlefield.

46

MAGIC (JEAN)

DOPPLE DANCE



LEVEL: N/A
MP: 16
TYPE:
SUPPORT
RANGE:
SPECIAL

Jean gets a ghostly sidekick which attacks once at the end of each round, for a total of three rounds, then disappears.

BLUE DRAGON PALM

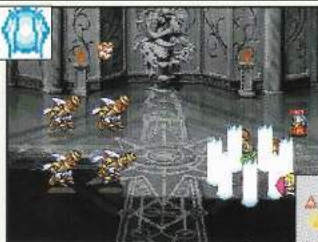


LEVEL: N/A
MP: 10
TYPE:
KARATE
RANGE:
1E



Jean's foe feels the bite. An excellent spell against bosses.

BLUE DRAGON WAVE



LEVEL: 41
MP: 14
TYPE:
KARATE
RANGE:
EZ



Jean releases her fighting spirit, damaging all enemies adjacent to Jean...so use it only when she's surrounded.



Jean automatically earns the Dopple Dance, Blue Dragon Palm, and Blue Dragon Kick after receiving the Invitation to the Zen Zone Tournament. See the Walkthrough for more delicious information.

LEMINA'S MAGIC

Whenever someone tells me a blonde joke, I jam this staff right up his--



FLAME SHOT



LEVEL: 22
MP: 8
TYPE:
FIRE
RANGE:
1E

A powered-up version of Flame, which Lemina earns only two levels after she joins your party (at Level 20).

PYRO PILLAR



LEVEL: 31
MP: 14
TYPE:
FIRE
RANGE:
EZ

Hot, hot, hotter than Hell. A powered-up version of Flame Bomb.

CREMATORIUM



LEVEL: 34
MP: 20
TYPE:
FIRE
RANGE:
AE

Ashes to ashes, dust to dust. A powered-up version of Burning Rain (with twice the MP cost).

FLAME



LEVEL: 20
MP: 4
TYPE:
FIRE
RANGE:
1E

Goodness, gracious, great ball of fire! Lemina already has this spell when she joins the party.

FLAME BOMB



LEVEL: 20
MP: 7
TYPE:
FIRE
RANGE:
EZ

The clock is ticking. Lemina already has this spell when she joins the party.

BURNING RAIN



LEVEL: 20
MP: 10
TYPE:
FIRE
RANGE:
AE

This spell showers the battlefield with fire. Bring your flame-retardant umbrella.

POWER FLAME



LEVEL: 20
MP: 9
TYPE:
SUPPORT
RANGE:
1A

One ally receives a toasty increase of Attack power.

POWER DRIVE



LEVEL: 48
MP: 18
TYPE:
SUPPORT
RANGE:
1A

One very lucky ally gets a massive boost of Attack power. A necessity against many of the tougher bosses.

ICE SHELL



LEVEL: 21
MP: 8
TYPE:
SUPPORT
RANGE:
1A

One ally receives a chillin' increase of Defense power.

CRYO-SHIELD



LEVEL: 40
MP: 16
TYPE:
SUPPORT
RANGE:
1A

One ally receives a massive boost of Defense power.

DISPEL MAGIC



LEVEL: 24
MP: 3
TYPE:
SUPPORT
RANGE:
1E/1A

Dispels the effects of stat-altering spells (for example, spells which reduce a character's Defense).

ERASE MAGIC



LEVEL: ??
MP: 18
TYPE:
SUPPORT
RANGE:
AE/AA

Dispels the effects of stat-altering spells on *every* character and enemy. Use with extreme caution!

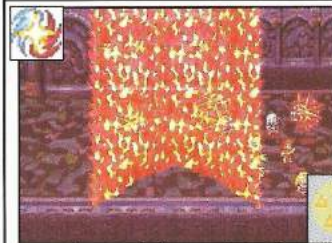
MAGIC SWIPER



LEVEL: 36
MP: 1
TYPE:
SUPPORT
RANGE:
1E/OS

Lemina pilfers an enemy's MP—as long as the enemy has magical abilities, of course.

CATASTROPHE



LEVEL: 51
MP: 55
TYPE:
ELEMENT
RANGE:
AE

An omni-elemental attack spell that calls upon the forces of Mommy Nature to nuke your foes.

MAGIC (LEMINA)

MAGIC SHIELD



LEVEL: 42
MP: 18
TYPE:
SUPPORT
RANGE:
AZ

Boosts the Magic Defense of every good guy standing within range of Lemina.

MAGIC SEAL



LEVEL: 20
MP: 3
TYPE:
SEAL
RANGE:
1E

Prevents the targeted enemy from using magic.

MEGA SEAL



LEVEL: 38
MP: 9
TYPE:
SEAL
RANGE:
EZ

Prevents the targeted group of enemies from using magic.

ICE PICK



LEVEL: 20
MP: 4
TYPE:
WATER
RANGE:
1E

An arrow of frozen water that stabs one enemy right where they least expect it.

ICE ARROWS



LEVEL: 27
MP: 16
TYPE:
WATER
RANGE:
1E

Three piercing projectiles poke the poster of this spell's most unfortunate target. A powered-up Ice Pick.

ICE LANCE



LEVEL: 20
MP: 7
TYPE:
WATER
RANGE:
EZ

Hard nipples and heavy damage for the targeted group of beasts.

ICE WALL



LEVEL: 44
MP: 21
TYPE:
WATER
RANGE:
EZ

Huge hunks of hail bombard a group of bad guys. Very useful in the Red Dragon Cave. A powered-up Ice Lance.

FREEZE CLAW



LEVEL: 20
MP: 10
TYPE:
WATER
RANGE:
AE

Storm of the century.

FREEZE SMASH



LEVEL: 46
MP: 20
TYPE:
WATER
RANGE:
AE

Falling ice is definitely not nice. A powered-up version of Freeze Claw.

LEO'S MAGIC

I admire Lucia's fashion sense. Flowing red garments are the bomb.



ROCK COBRA



LEVEL: 37
MP: 8
TYPE:
EARTH
RANGE:
1E

No relation to Solid Snake. A powered-up version of Rock Viper.

ROCK RIOT



LEVEL: 36
MP: 14
TYPE:
EARTH
RANGE:
EZ

Rocks with proximity fuses? A powered-up version of Rock Crush.

CRACK ZONE



LEVEL: 37
MP: 20
TYPE:
EARTH
RANGE:
AE

Stone pillars erupt from the earth. A powered-up version of Crack Point.

ROCK VIPER



LEVEL: 35
MP: 4
TYPE:
EARTH
RANGE:
1E

Beware of magically-levitated rocks. Leo starts with this spell.

ROCK CRUSH



LEVEL: 35
MP: 7
TYPE:
EARTH
RANGE:
EZ

A big boulder faw down, go boom on the heads of the targeted enemies. Leo starts with this spell.

CRACK POINT



LEVEL: 35
MP: 10
TYPE:
EARTH
RANGE:
AE

Shakes, rattles, and rolls the ground. Leo starts with this spell.

EARTH PRAYER



LEVEL: 48
MP: 15
TYPE:
SUPPORT
RANGE:
OS

Leo says a little prayer to the Goddess and boosts his own Attack and Defense.

FLASH BLADE



LEVEL: 35
MP: 8
TYPE:
SWORD
RANGE:
1E

A stunning series of sword-strikes against a single foe.



BUZZ BLADE



LEVEL: 35
MP: 18
TYPE:
SWORD
RANGE:
EZ

Holy light bombards a group of enemies.



GRIZZLE BLADE



LEVEL: 35
MP: 20
TYPE:
SWORD
RANGE:
AE

This spell shines forth on the bad guys.

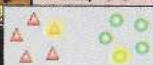


SOUL BLADE



LEVEL: 50
MP: 26
TYPE:
SUPPORT
RANGE:
1E/OS

Leo plunders an enemy's HP.



BLACK DRAGON GRIEF



CREST:
BLACK
DRAGON
MP: 30
TYPE:
DRAGON
RANGE: AE

All enemies sent to Limbo.



BLUE DRAGON HEALING



CRESTS:
BLUE
DRAGON
MP: 60
TYPE:
DRAGON
RANGE: AA

All allies recover all HP.



RED DRAGON ANGER



CRESTS:
RED
DRAGON
MP: 40
TYPE:
DRAGON
RANGE: AE

Fireballs rain down upon the enemies.



WHITE DRAGON PROTECT



CRESTS:
WHITE
DRAGON
MP: 50
TYPE:
DRAGON
RANGE: AA

All allies are completely protected from one magical or physical attack.



ROCK VIPER



Beware of magically-levitated rocks.

CREST:
EARTH
MP: 4
TYPE:
EARTH
RANGE: 1E



ROCK COBRA



No relation to Solid Snake.

CRESTS:
EARTH,
GODDESS
MP: 8
TYPE:
EARTH
RANGE: 1E



ROCK CRUSH



A big boulder faw down, go boom.

CREST:
EARTH
MP: 7
TYPE:
EARTH
RANGE: EZ



ROCK RIOT



Rocks with proximity fuses?

CRESTS:
EARTH,
GODDESS
MP: 14
TYPE:
EARTH
RANGE: EZ



CRACK POINT



Shakes, rattles, and rolls the ground.

CREST:
EARTH
MP: 10
TYPE:
EARTH
RANGE: AE



CRACK ZONE



Stone pillars erupt from the earth.

CRESTS:
EARTH,
GODDESS
MP: 20
TYPE:
EARTH
RANGE: AE



CALL EARTH



Fills the battlefield with Earth Magic.
Use against Thunder and Wind.

CRESTS:
EARTH,
GODDESS
MP: 6
TYPE:
EARTH
RANGE: AE



FLAME



Goodness, gracious, great ball of fire!

CREST:
FIRE
MP: 4
TYPE:
FIRE
RANGE: 1E



FLAME SHOT



Spontaneous enemy combustion.

CRESTS:
FIRE,
GODDESS
MP: 8
TYPE:
FIRE
RANGE: 1E



FLAME BOMB



The clock is ticking.

CREST:
FIRE
MP: 7
TYPE:
FIRE
RANGE: EZ



PYRO PILLAR



Hot, hot, hotter than Hell.

CRESTS:
FIRE,
GODDESS
MP: 14
TYPE:
FIRE
RANGE: EZ



BURNING RAIN



Remember to bring your flame-retardant umbrella.

CREST:
FIRE
MP: 10
TYPE:
FIRE
RANGE: AE



CREMATORIUM



Ashes to ashes, butts to dust.

CRESTS:
FIRE,
GODDESS
MP: 20
TYPE:
FIRE
RANGE: AE



CALL FLAME



Fills the battlefield with Fire Magic.
Use against Water and Wind.

CRESTS:
FIRE,
GODDESS
MP: 6
TYPE:
FIRE
RANGE: AE



THUNDER BOLT



CREST:
THUNDER
MP: 4
TYPE:
THUNDER
RANGE: 1E

One enemy receives a jarring jolt.



LIGHTNING RAIN



CRESTS:
THUNDER,
GODDESS
MP: 7
TYPE:
THUNDER
RANGE: 1E

Bolts of something or other.



THUNDER BOMB



CREST:
THUNDER
MP: 7
TYPE:
THUNDER
RANGE: EZ

Shock therapy for a group of foes.



PLASMA SHOCK

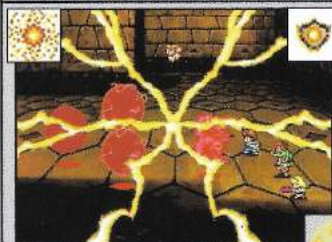


CRESTS:
THUNDER,
GODDESS
MP: 14
TYPE:
THUNDER
RANGE: EZ

Radiation eruption.



THUNDER THRUST



CREST:
THUNDER
MP: 10
TYPE:
THUNDER
RANGE: AE

Every enemy is blasted with bolts.



DANCING THUNDER

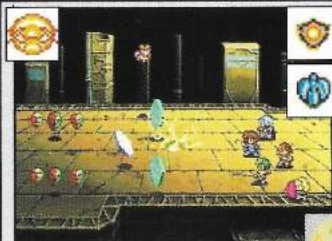


CRESTS:
THUNDER,
GODDESS
MP: 20
TYPE:
THUNDER
RANGE: AE

From the Land Down Under.



CALL THUNDER



CRESTS:
THUNDER,
GODDESS
MP: 6
TYPE:
THUNDER
RANGE: AE

Fills the battlefield with Thunder Magic. Use against Earth and Water.



ICE PICK



An arrow of frozen water.

CREST:
WATER
MP: 4
TYPE:
WATER
RANGE: 1E



ICE ARROWS



Three piercing projectiles.

CRESTS:
WATER,
GODDESS
MP: 16
TYPE:
WATER
RANGE: 1E



ICE LANCE



Hard nipples and heavy damage.

CREST:
WATER
MP: 7
TYPE:
WATER
RANGE: EZ



ICE WALL



Huge hunks of hail.

CRESTS:
WATER,
GODDESS
MP: 21
TYPE:
WATER
RANGE: EZ



FREEZE CLAW



Storm of the century.

CREST:
WATER
MP: 10
TYPE:
WATER
RANGE: AE



FREEZE SMASH



Falling ice is definitely not nice.

CRESTS:
WATER,
GODDESS
MP: 20
TYPE:
WATER
RANGE: AE



CALL WATER



Fills the battlefield with Water Magic.
Use against Thunder and Fire.

CRESTS:
WATER,
GODDESS
MP: 6
TYPE:
WATER
RANGE: AE



WIND CUTTER



A brutal breeze.



CREST:
WIND
MP: 4
TYPE:
WIND
RANGE: 1E

WIND SLASH



Ventilates enemy intestines.



CRESTS:
WIND,
GODDESS
MP: 8
TYPE:
WIND
RANGE: 1E

SQUALL



Today's forecast: one big ol' cyclone.



CREST:
WIND
MP: 7
TYPE:
WIND
RANGE: EZ

TEMPEST



Ain't no calm before *this* storm.



CRESTS:
WIND,
GODDESS
MP: 14
TYPE:
WIND
RANGE: EZ

VORTEX



What happens when Althena sneezes.



CREST:
WIND
MP: 10
TYPE:
WIND
RANGE: AE

SUPER CYCLONE



A flurry of furious funnels.



CRESTS:
WIND,
GODDESS
MP: 20
TYPE:
WIND
RANGE: AE

SUMMON WIND



Fills the field with Wind Magic.
Use against Fire and Earth.



CRESTS:
WIND,
GODDESS
MP: 6
TYPE:
WIND
RANGE: AE

BURNING RAGE



Boosts everyone's Attack strength
by a very healthy amount.



CREST:
HERO'S
TALISMAN
MP: 1
TYPE:
SUPPORT
RANGE: AA

ROGUE CHARM



CREST:
CHARM
MP: 7
TYPE:
CHARM
RANGE: 1E

Makes an enemy hot and bothered (and confused).



FATAL FLIRTING



CRESTS:
CHARM,
GODDESS
MP: 7
TYPE:
CHARM
RANGE: 1E

The target is seduced into silliness. A powered-up confusion spell.



SLEEP SHEEP



CREST:
DREAM
MP: 9
TYPE:
SLEEP
RANGE: 1E

The enemy crashes.



DIRT NAP



CRESTS:
DREAM,
GODDESS
MP: 9
TYPE:
SLEEP
RANGE: 1E

Your enemies enter comas. A powered-up sleep spell.



MIND BLAST



CREST:
MIND
MP: 7
TYPE:
PARALYSIS
RANGE: 1E

Causes damage and paralysis.



MIND BURST



CRESTS:
MIND,
GODDESS
MP: 7
TYPE:
PARALYSIS
RANGE: 1E

The enemy's brain goes boom.



MAGIC SEAL



CREST:
SEAL
MP: 3
TYPE:
SEAL
RANGE: 1E

Prevents the targeted enemy from using magic.



SUPER SEAL



CRESTS:
SEAL,
GODDESS
MP: 3
TYPE:
SEAL
RANGE: 1E

Prevents most magic and special attacks.



POISON DART



CREST:
SNAKE
MP: 9
TYPE:
POISON
RANGE: 1E

A venomous purple projectile.



VENOM DART



CRESTS:
SNAKE,
GODDESS
MP: 9
TYPE:
POISON
RANGE: 1E

More lethal than Borgan's farts.



ICICLE BREAK



CRESTS:
EARTH,
WATER
MP: 25
TYPE:
SPECIAL
RANGE: AE

Combination attack of Earth and Water Magic.



MIGHTY MISTRAL



CRESTS:
WATER,
WIND
MP: 25
TYPE:
SPECIAL
RANGE: AE

Combination attack of Water and Wind Magic.



THUNDER TORNADO



CRESTS:
THUNDER,
WIND
MP: 25
TYPE:
SPECIAL
RANGE: AE

Combination attack of Thunder and Wind Magic.



SHINING FLAME



CRESTS:
FIRE,
THUNDER
MP: 25
TYPE:
SPECIAL
RANGE: AE

Combination attack of Fire and Thunder Magic.



BURNING QUAKE



CRESTS:
EARTH,
FIRE
MP: 25
TYPE:
SPECIAL
RANGE: AE

Combination attack of Earth and Fire magic.



PULSE-PLOSION



CRESTS:
SEE
BELOW
MP: 20
TYPE:
ATTACK
RANGE: AE

Any non-magical combination of elemental crests activates this spell.



CREST COMBO	EFFECT
Power + Earth	Activates Earth spells and adds Earth attribute to weapon attack.
Power + Fire	Activates Fire spells and adds Fire attribute to weapon attack.
Power + Thunder	Activates Thunder spells and adds Thunder attribute to weapon attack.
Power + Water	Activates Water spells and adds Water attribute to weapon attack.
Power + Wind	Activates Wind spells and adds Wind attribute to weapon attack.
Power + Charm	Activates the Rogue Charm spell; weapon attacks have a chance of charming targeted enemies.
Power + Dream	Activates the Sleep Sheep spell; weapon attacks have a chance of putting enemies to sleep.
Power + Mind	Activates the Mind Blast spell; weapon attacks have a chance of paralyzing targeted enemies.
Power + Seal	Activates the Magic Seal spell; weapon attacks have a chance of muting targeted enemies.
Power + Snake	Activates the Poison Dart spell; weapon attacks have a chance of poisoning targeted enemies.
Goddess + Chiro	Increases Speed +20 and allows the character to take the first action in every turn of combat.
Goddess + Gale	Increases Attacks +2. Does not work with staves.
Goddess + Healing	Weapon attacks absorb enemy HP. Does not work with staves.
Goddess + Hunter	Increases Agility +20 and raises the critical-hit rate.
Goddess + Magic Eye	Halves the MP requirement for all of the character's spells.
Goddess + Power	Increases most stats +4 (except Range +2 and Attack and Luck +0) and increases the rate at which enemies leave behind items after battle.
Goddess + Revenge	Greatly increases the chance of counter-attacking.
Goddess + Shiro	Increases Range +10 and greatly increases the ability to dodge enemy attacks.
Goddess + Warrior	Increases Attack +50.
Goddess + Black Dragon	Increases Attack +15, Agility +5, Wisdom +15; activates Black Dragon Grief.
Goddess + Blue Dragon	Increases Wisdom +15, MgcDef +15, Range +5; activates Blue Dragon Healing.
Goddess + Red Dragon	Increases Attack +7, Defense +7, Agility +7, Speed +7, Range +7; activates Red Dragon Anger.
Goddess + White Dragon	Increases Defense +15, Speed +5, MgcDef +15; activates White Dragon Protect.
Earth + Earth	Activates powerful Earth spells (same as Goddess + Earth).
Fire + Fire	Activates powerful Fire spells (same as Goddess + Fire).
Thunder + Thunder	Activates powerful Thunder spells (same as Goddess + Thunder).
Water + Water	Activates powerful Water spells (same as Goddess + Water).
Wind + Wind	Activates powerful Wind spells (same as Goddess + Wind).
Charm + Charm	Activates powerful Charm spells (same as Goddess + Charm).
Dream + Dream	Activates powerful Sleep spells (same as Goddess + Dream).
Mind + Mind	Activates powerful Paralysis spells (same as Goddess + Mind).
Seal + Seal	Activates powerful Seal spells (same as Goddess + Seal).
Snake + Snake	Activates powerful Poison spells (same as Goddess + Snake).
Earth + Thunder	Activates Pulse-Plosion.
Earth + Wind	Activates Pulse-Plosion.
Fire + Water	Activates Pulse-Plosion.
Fire + Wind	Activates Pulse-Plosion.
Thunder + Water	Activates Pulse-Plosion.
Chiro + Chiro	Increases Speed +20 and allows the character to take the first action in every turn of combat (same as Goddess + Chiro).
Chiro + Shiro	Increases Speed +10 and boosts Range to an insane 200.
Shiro + Shiro	Increases Range +10 and greatly increases ability to dodge enemy attacks (same as Goddess + Shiro).
Hunter + Hunter	Increases Agility +20 and raises the critical-hit rate (same as Goddess + Hunter).
Magic Eye + Magic Eye	Increases Wisdom +30.
Power + Power	Increases most stats +4 (except Range +2 and Attack and Luck +0).
Warrior + Warrior	Increases Attack +30.
Healing + Magic Eye	Weapon attacks absorb enemy MP. Does not work with staves.
Revenge + Snake	During combat, the character's Attack rises slightly at the start of each turn.
Warrior + Mind	Increases Attack +30, but the character always takes the last action in each turn of combat.
Warrior + Seal	Doubles the character's Attack strength at a cost of Attacks -2

MONSTERS

The following pages have all the information you desire about the hundreds of nasty creatures inhabiting the land of **LUNAR**. Take the time to become familiar with your foes! Please note that the game's 24 "bosses" are only briefly mentioned at the end of this section; their data is presented in the big, bad Walkthrough, which gives us more room to describe the different attacks they use, and to tell you how not to get killed by those attacks. Below is a sample of monster data, which explains the various stats:

This is an unretouched photo of the critter. (For an example of retouching, see the author's photo on the dust jacket of this book. His teeth are that white in his *dreams*, dude.)

This is what the monster's friends call it, but you're just an acquaintance, so you should be more formal. For example, you'd refer to this monster as "MISTER Dung Beetle."

DUNG BEETLE



The biting attack of this orange insect is, as its name ironically implies, quite crappy. Any character's normal attack is enough to squash the Beetle; even Ruby's scratch and fire-breath attacks are lethal.

ATTACK	17
ATTACKS	1
DEFENSE	20
AGILITY	12
SPEED	18/F
WISDOM	6
MAGIC END	6
RANGE	12
LUCK	1
HIT POINTS	5
EXP POINTS	1
SILVER	1

ITEM (DROP %):

HERB (1%)

WEAKNESSES:

FIRE, WATER

RESISTANCES:

NONE

EAST DESERT PASS (P. 101-102)

This tells ya where the monster appears in the game, and on which page you'll find that location (or those locations).

ATTACK

The higher this rating, the more damage its physical attacks (punches, kicks, pimp-slaps, et cetera) cause.

ATTACKS

This number indicates how many attacks the monster can (and will) use during its turn.

DEFENSE

The higher a monster's defense rating, the less damage it receives from your physical attacks.

AGILITY

The higher a monster's agility rating, the sooner it can take an action in battle. (If a monster strikes you before you can strike it, the monster has high agility.) Higher agility also increases the chance of an extra-damaging "critical hit."

SPEED

The number is the monster's battle speed; the letter is the monster's map speed. The higher a monster's battle speed, the more often it dodges your physical attacks. Map speed is F (faster than Hiro's walking speed), E (equal to Hiro), or S (slower than Hiro). Hiro can dash to escape E and S monsters, but F monsters will invariably catch him.

WISDOM

The higher a monster's wisdom rating, the more damage its magical attacks cause.

MAGIC END (URANCE)

The higher a monster's magical endurance, the less damage it receives from your magical attacks.

RANGE

The higher a monster's movement range, the more terrain it can traverse during its turn.

LUCK

The higher a monster's luck rating, the higher the chance that its attack will be a critical hit and do extra damage.

HIT POINTS

The more hit points a monster has, the more damage it can absorb before it croaks. Simple, really.

EXP(ERIENCE) POINTS

This number indicates how many experience points are given to your characters when you slay the critter.

SILVER

This number indicates how much silver is deposited into your Swiss bank account when you kill the creature.

ITEM (DROP %)

This indicates which item the monster might leave behind at the end of a battle, and how often. For example, Herb (5%) means there's a 5% chance the monster will leave behind an Herb when it croaks.

WEAKNESSES

This is a list of spells to which the monster is especially vulnerable. Some monsters have no weaknesses.

RESISTANCES

This is a list of spells to which the monster is especially resistant. Some monsters ain't got no resistances, neither.

DUNG BEETLE



ATTACK	17
ATTACKS	1
DEFENSE	20
AGILITY	12
SPEED	18/F
WISDOM	6
MAGIC END	6
RANGE	12
LUCK	1
HIT POINTS	5
EXP POINTS	1
SILVER	1

The biting attack of this orange insect is, as its name ironically implies, quite crappy. Any character's normal attack is enough to squash the Beetle; even Ruby's scratch and fire-breath attacks are lethal.

ITEM (DROP %):

HERB (1%)

WEAKNESSES:

FIRE, WATER

RESISTANCES:

NONE

EAST DESERT PASS (P. 101-102)

SAND SHARK



ATTACK	17
ATTACKS	1
DEFENSE	30
AGILITY	12
SPEED	24/F
WISDOM	13
MAGIC END	14
RANGE	30
LUCK	1
HIT POINTS	28
EXP POINTS	2
SILVER	2

Yes, it looks more like a dolphin than a shark, but we digress. When its fin is sticking out of the sand, it's going to use a mild leaping attack; when its face is showing, it's going to blast every character with a sonic beam.

ITEM (DROP %):

HERB (1%)

WEAKNESSES:

FIRE, WATER, WIND

RESISTANCES:

NONE

EAST DESERT PASS (P. 101-102)

BRAINPICKER



ATTACK	24
ATTACKS	1
DEFENSE	25
AGILITY	25
SPEED	29/E
WISDOM	28
MAGIC END	35
RANGE	30
LUCK	1
HIT POINTS	55
EXP POINTS	4
SILVER	9

When this chewing critter is placidly floating, it's going to use a weak rolling tail-whip; when it's gnashing its jaws, it's going to spit a fire-bomb (which does roughly twice the damage of the tail-whip) into the air.

ITEM (DROP %):

HERB (20%)

WEAKNESSES:

FIRE, WATER

RESISTANCES:

NONE

BLUE LABYRINTH (P. 106)

SAND CYCLOPS



ATTACK	21
ATTACKS	1
DEFENSE	34
AGILITY	10
SPEED	8/E
WISDOM	22
MAGIC END	8
RANGE	25
LUCK	1
HIT POINTS	30
EXP POINTS	3
SILVER	4

When the Cyclops looks like he does above, he's gonna use a biting attack; when he's sinking in and out of the ground, he's gonna use a surprisingly strong fist-smash. Fortunately, he's much more likely to bite than punch.

ITEM (DROP %):

HERB (4%)

WEAKNESSES:

NONE

RESISTANCES:

NONE

EAST DESERT PASS (P. 101-102)

BANDAGE BOY



ATTACK	18
ATTACKS	1
DEFENSE	36
AGILITY	15
SPEED	21/F
WISDOM	10
MAGIC END	16
RANGE	25
LUCK	1
HIT POINTS	18
EXP POINTS	0
SILVER	1

The only action this pathetic member of the undead can take is to lumber toward a character and punch him or her for very little damage (usually 1 HP). Bandage Boys always fight with a Mummy as their leader; kill the Mummy and all of the BBs instantly disappear.

ITEM (DROP %):

NONE

WEAKNESSES:

NONE

RESISTANCES:

SLEEP

BLUE LABYRINTH (P. 106)

MUMMY



ATTACK	20
ATTACKS	2
DEFENSE	36
AGILITY	20
SPEED	18/F
WISDOM	20
MAGIC END	20
RANGE	25
LUCK	1
HIT POINTS	46
EXP POINTS	6
SILVER	5

If this bandaged backdie is standing still, it'll punch a character twice; if it's hopping up and down, it'll unleash a spinning attack that does decent damage to any nearby character (so move away from it!). A Mummy always fights with Bandage Boys; kill the Mummy to kill all the BBs at once.

ITEM (DROP %):

HERB (4%)

WEAKNESSES:

NONE

RESISTANCES:

NONE

BLUE LABYRINTH (P. 106)

SLIME



This green gob of goo—the second cousin of flubber—bounces toward a character and bites him for a very mild amount of damage. (When lime Jell-O® goes bad!)

ATTACK	20
ATTACKS	1
DEFENSE	35
AGILITY	11
SPEED	11/S
WISDOM	11
MAGIC END	16
RANGE	20
LUCK	1
HIT POINTS	21
EXP POINTS	1
SILVER	1
ITEM (DROP %):	NONE
WEAKNESSES:	ALL
RESISTANCES:	NONE

BLUE SPIRE (P. 106-107)

CRYSTAL KNIGHT



When the Knight's arms are crossed, he's going to teleport and stab a character for mild damage; when the Knight's arms are raised, he's going to unleash a magical sphere that does roughly twice the damage of the stab.

ATTACK	31
ATTACKS	1
DEFENSE	40
AGILITY	25
SPEED	31/F
WISDOM	20
MAGIC END	20
RANGE	30
LUCK	1
HIT POINTS	55
EXP POINTS	6
SILVER	15
ITEM (DROP %):	HERB (100%)
WEAKNESSES:	NONE
RESISTANCES:	CHARM

BLUE SPIRE (P. 107)

KILLER FLY



When this nasty gnat is hovering in place, it's going to strike one character with a weak bite; when it's flying in a circle, it's preparing to use a dive-bomb attack that poisons the unfortunate target.

ATTACK	43
ATTACKS	1
DEFENSE	50
AGILITY	28
SPEED	34/F
WISDOM	30
MAGIC END	22
RANGE	30
LUCK	10
HIT POINTS	45
EXP POINTS	6
SILVER	13
ITEM (DROP %):	PURITY HERB (15%)
WEAKNESSES:	FIRE
RESISTANCES:	NONE

LARPA PASS (P. 118), STAR. FOREST (P. 126)

BOMB ANGEL



When the Angel's gun is flashing, it's gonna fire a big bullet that damages all characters within the blast zone; when the gun *isn't* flashing, the Angel will use its weapon to poke a character for mild damage.

ATTACK	30
ATTACKS	1
DEFENSE	30
AGILITY	23
SPEED	20/F
WISDOM	8
MAGIC END	30
RANGE	25
LUCK	1
HIT POINTS	48
EXP POINTS	3
SILVER	8
ITEM (DROP %):	HERB (20%)
WEAKNESSES:	NONE
RESISTANCES:	CHARM, PARALYZE, POISON, SLEEP

BLUE SPIRE (P. 107)

MAGIC MASQUE



When the Masque's mouth is opening and closing, it's preparing to cast a spell that lowers the targeted character's Defense (usually poor Grandpa Gwyn); when the Masque is spinning around, it's going to "clap" a character twice for mild damage.

ATTACK	20
ATTACKS	2
DEFENSE	40
AGILITY	18
SPEED	23/F
WISDOM	23
MAGIC END	13
RANGE	20
LUCK	1
HIT POINTS	25
EXP POINTS	1
SILVER	3
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	NONE

BLUE SPIRE (P. 107)

OCHRE OOZE



This sticky relative of the Slime has an identical attack; it goes bouncy-bouncy toward a character and bitey-bitey to cause a mild amount of damage. ("Ochre," by the way, is a fancy word for "yellow.")

ATTACK	23
ATTACKS	1
DEFENSE	42
AGILITY	13
SPEED	11/F
WISDOM	13
MAGIC END	20
RANGE	20
LUCK	1
HIT POINTS	24
EXP POINTS	4
SILVER	13
ITEM (DROP %):	HERB (1%)
WEAKNESSES:	ALL
RESISTANCES:	NONE

LARPA PASS (P. 118)

DESERT DOLPHIN



ATTACK	18
ATTACKS	1
DEFENSE	30
AGILITY	12
SPEED	24/F
WISDOM	16
MAGIC END	14
RANGE	30
LUCK	1
HIT POINTS	28
EXP POINTS	2
SILVER	2

ITEM (DROP %):

HERB (1%)

WEAKNESSES:

FIRE, WATER

RESISTANCES:

NONE

Other than slightly boosted statistics, the Desert Dolphin is identical to the Sand Shark in both its appearance and its attacks (a single-target leaping smash and a multi-target sonic beam). See the Sand Shark on page 61 fo' mo' info.

WEST DESERT PASS (P. 121)

SCORPION



ATTACK	40
ATTACKS	1
DEFENSE	65
AGILITY	20
SPEED	27/E
WISDOM	18
MAGIC END	18
RANGE	20
LUCK	5
HIT POINTS	75
EXP POINTS	12
SILVER	42

ITEM (DROP %):

PURITY HERB (20%)

WEAKNESSES:

FIRE, WATER

RESISTANCES:

NONE

When the Scorpion's tail is curled, it's preparing to hit one character with a pincer attack; when its tail is pointing into the air, it's about to hit one character with a powerful (and poisonous) stabbing attack.

WEST DESERT PASS (P. 121)

PRIVATE



ATTACK	43
ATTACKS	1
DEFENSE	52
AGILITY	22
SPEED	35/S
WISDOM	10
MAGIC END	1
RANGE	20
LUCK	1
HIT POINTS	160
EXP POINTS	35
SILVER	50

ITEM (DROP %):

IRON SHIELD (6%)

WEAKNESSES:

NONE

RESISTANCES:

NONE

As with the Captain, this soldier of the Guard is more vulnerable to magic than melee. He's also a big wussy; on any turn where he's holding his shield in front of him, he won't attack. (Not that his sword-smack is effective, anyway.)

DRAGONSHIP (P. 124-125)

POISON BEETLE



ATTACK	29
ATTACKS	2
DEFENSE	34
AGILITY	22
SPEED	35/F
WISDOM	18
MAGIC END	18
RANGE	30
LUCK	5
HIT POINTS	32
EXP POINTS	3
SILVER	11

ITEM (DROP %):

PURITY HERB (4%)

WEAKNESSES:

FIRE, WATER

RESISTANCES:

NONE

This second cousin (removed) of the Dung Beetle is about as futile a foe as the denizen of doo-doo, except that its pair of biting attacks are poisonous. No big whoop.

WEST DESERT PASS (P. 121)

CAPTAIN



ATTACK	48
ATTACKS	1
DEFENSE	54
AGILITY	24
SPEED	25/S
WISDOM	12
MAGIC END	1
RANGE	25
LUCK	1
HIT POINTS	210
EXP POINTS	40
SILVER	60

ITEM (DROP %):

CHAIN MAIL (8%)

WEAKNESSES:

NONE

RESISTANCES:

NONE

The Captain is very good at dodging physical attacks, but awful at absorbing magical assaults...so guess what you should use against him? His only attack is a pike-thrust, but when he's spinning the pike, the thrust does roughly twice the usual damage.

DRAGONSHIP (P. 124-125)

GREEN GOBLIN



ATTACK	36
ATTACKS	1
DEFENSE	47
AGILITY	15
SPEED	36/E
WISDOM	20
MAGIC END	20
RANGE	25
LUCK	5
HIT POINTS	33
EXP POINTS	4
SILVER	6

ITEM (DROP %):

NONE

WEAKNESSES:

CHARM, PARALYZE,

POISON, SEAL, SLEEP

RESISTANCES: NONE

If the GG's arms are at his sides, he's going to thwack one character with his club; if his arms are pumping up and down, he's going to summon another GG into the battle. You can use this to your advantage by stretching out battles and building up extra experience points.

STAR. FOREST (P. 126), ILLU. WOODS (P. 128-130)

HUMMINGBYRD



When the Hummer's wings are slowly flapping, it's going to peck one character; when it's flapping like a freak, it's going to execute a special attack that drains HP from the targeted character and gives them to the Hummer.

ATTACK	40
ATTACKS	1
DEFENSE	55
AGILITY	40
SPEED	27/F
WISDOM	15
MAGIC END	20
RANGE	35
LUCK	5
HIT POINTS	100
EXP POINTS	16
SILVER	32
ITEM (DROP %):	
HERB (20%)	
WEAKNESSES:	
NONE	
RESISTANCES:	
NONE	

STAR. FOREST (P. 126), ILLU. WOODS (P. 128-130)

GOBLIN KING



When the King's club-clasping arm is at his side, he's going to approach a character and smack him twice. When his arm is raised, he's going to cast a spell that boosts the Attack power of every enemy critter.

ATTACK	45
ATTACKS	2
DEFENSE	60
AGILITY	25
SPEED	40/E
WISDOM	50
MAGIC END	50
RANGE	25
LUCK	5
HIT POINTS	105
EXP POINTS	44
SILVER	60
ITEM (DROP %):	
ANGEL'S TEAR (10%)	
WEAKNESSES:	
CHARM, PARALYZE,	
POISON, SEAL, SLEEP	
RESISTANCES: NONE	

WEST DESERT PASS (P. 121)

HOBGOBLIN



When Mr. Hobby is holding his club in a relaxed manner, he's going to hit one character with a simple smack-attack. When he's swinging the club in the air, he's about to unleash a double-strength smash.

ATTACK	47
ATTACKS	1
DEFENSE	50
AGILITY	28
SPEED	30/E
WISDOM	5
MAGIC END	5
RANGE	25
LUCK	10
HIT POINTS	95
EXP POINTS	15
SILVER	14
ITEM (DROP %):	
HERB (1%)	
WEAKNESSES:	
CHARM, PARALYZE,	
POISON, SEAL, SLEEP	
RESISTANCES: NONE	

WEST DESERT PASS (P. 121)

BANSHEE FOWL



When the Fowl is squatting on its haunches, it's going to attack one character with two pecks to the privates. When its wings are a-flappin', it's going to inundate one character with a cloud of potentially poisonous breath. Get thee a breath mint, foul Fowl!

ATTACK	38
ATTACKS	2
DEFENSE	40
AGILITY	10
SPEED	42/F
WISDOM	50
MAGIC END	50
RANGE	35
LUCK	5
HIT POINTS	67
EXP POINTS	7
SILVER	7
ITEM (DROP %):	
HOLY WATER (5%)	
WEAKNESSES:	
NONE	
RESISTANCES:	
NONE	

TAKKAR MT. PASS (P. 138)

DEATH WORM



"Mild-Annoyance Worm" might be a better name for this feeble foe. When it's just layin' there, it will lash a character with its tentacles; when it's breathing hard enough to kick up clouds of dust, it's going to inhale (!) powerfully enough to drag your characters into a pile directly in front of it.

ATTACK	45
ATTACKS	1
DEFENSE	30
AGILITY	5
SPEED	37/F
WISDOM	30
MAGIC END	30
RANGE	25
LUCK	15
HIT POINTS	160
EXP POINTS	28
SILVER	27
ITEM (DROP %): NONE	
WEAKNESSES: NONE	
RESISTANCES:	
CHARM, DEATH,	
PARALYZE, POISON,	
SEAL, SLEEP	

TAKKAR MT. PASS (P. 138)

MUD CYCLOPS



The Mud Cyclops is unsurprisingly similar to the Sand Cyclops. When it's a grinning pile of goop, it's about to bite a character; when it's sinking into the ground, it's about to pound a character with a powerful fist-smash.

ATTACK	50
ATTACKS	1
DEFENSE	80
AGILITY	20
SPEED	32/E
WISDOM	50
MAGIC END	50
RANGE	25
LUCK	5
HIT POINTS	78
EXP POINTS	47
SILVER	24
ITEM (DROP %):	
NONE	
WEAKNESSES:	
NONE	
RESISTANCES:	
NONE	

TAKKAR MT. PASS (P. 138)

RUFUS



When Rufus is flexing his guns, he's preparing to sock a character right in the honker. When Rufus's horns are glowing, he's going to summon a bolt from the blue, causing big damage to the targeted character and lesser damage to any other characters within range of the lightning strike.

ATTACK	56
ATTACKS	1
DEFENSE	55
AGILITY	20
SPEED	34/F
WISDOM	1
MAGIC END	20
RANGE	25
LUCK	5
HIT POINTS	110
EXP POINTS	22
SILVER	32
ITEM (DROP %):	
HEALING NUT (5%)	
WEAKNESSES: NONE	
RESISTANCES:	
CHARM, DEATH, PARALYZE,	
POISON, SEAL, SLEEP	

TAKKAR MT. PASS (P. 138)

ROLLING IMP



When the Imp's wheels are sparking, he's gonna zoom up to a character and roll right over him. When the Imp isn't revving up, he's going to strike a character with his spring-loaded Jack-in-the-box head.

ATTACK	40
ATTACKS	1
DEFENSE	48
AGILITY	15
SPEED	41/F
WISDOM	20
MAGIC END	20
RANGE	35
LUCK	5
HIT POINTS	78
EXP POINTS	14
SILVER	10
ITEM (DROP %):	
HOLY WATER (1%)	
WEAKNESSES: WIND	
RESISTANCES:	
CHARM, PARALYZE,	
POISON, SLEEP	

GHOST MANOR (P. 139)

KILLER BUZZ



When this big bug is calmly hovering in the air, it's going to dish out two mild stings (or claw swipes). When its wings are wildly flapping, it's going to give one character a very nasty (and possibly paralyzing) sting.

ATTACK	45
ATTACKS	2
DEFENSE	48
AGILITY	35
SPEED	57/F
WISDOM	50
MAGIC END	34
RANGE	40
LUCK	5
HIT POINTS	78
EXP POINTS	23
SILVER	19
ITEM (DROP %):	
CLEANS. WATER (10%)	
WEAKNESSES:	
FIRE, WATER	
RESISTANCES: CHARM,	
SLEEP, PARALYZE	

BANDIT BUTTE (P. 142)

KNUCKLE BUSTER



The Knuckle Buster has but a single attack: it walks (on his hands) up to a single character and strikes hard and fast with a pair of painful brick-leaps. Its vulnerability to fire is a pleasant surprise.

ATTACK	40
ATTACKS	2
DEFENSE	110
AGILITY	15
SPEED	34/S
WISDOM	50
MAGIC END	130
RANGE	25
LUCK	5
HIT POINTS	70
EXP POINTS	50
SILVER	50
ITEM (DROP %):	
HEALING NUT (8%)	
WEAKNESSES: FIRE	
RESISTANCES: CHARM,	
DEATH, PARALYZE, POISON,	
SEAL, SLEEP, WIND	

GHOST MANOR (P. 139)

SUSIE DEATH



When little Susie is floating with open arms, she's going to yell "Boo!" and scare a few HP (and some pee-pee) out of a character. If she's holding a flute, she's going to play a magical tune for one character and attempt to steal MP from that character in the process.

ATTACK	42
ATTACKS	1
DEFENSE	50
AGILITY	20
SPEED	54/E
WISDOM	23
MAGIC END	0
RANGE	30
LUCK	5
HIT POINTS	92
EXP POINTS	20
SILVER	14
ITEM (DROP %):	
CUTE RIBBON (1%)	
WEAKNESSES:	
FIRE, SLEEP	
RESISTANCES: CHARM,	
PARALYZE, POISON, WIND	

GHOST MANOR (P. 139)

KILLER SHROOM



When this fungal freak is barely moving, it's getting ready to bite a character. When the Shroom is bouncing up and down, it's about to unleash a cloud of spores which damages every nearby character.

ATTACK	60
ATTACKS	1
DEFENSE	52
AGILITY	25
SPEED	44/S
WISDOM	15
MAGIC END	1
RANGE	25
LUCK	5
HIT POINTS	115
EXP POINTS	25
SILVER	17
ITEM (DROP %):	
HERB (1%)	
WEAKNESSES:	
FIRE	
RESISTANCES:	
NONE	

BANDIT BUTTE (P. 142)

MANEATER



When this carnivorous critter is placid, it's going to attack with two mildly insulting tentacle slaps. When the Maneater's mouth is chomping, it's preparing to strike with a double-damage butt-bite.

ATTACK	40
ATTACKS	2
DEFENSE	45
AGILITY	20
SPEED	29/F
WISDOM	30
MAGIC END	0
RANGE	30
LUCK	5
HIT POINTS	90
EXP POINTS	13
SILVER	13
ITEM (DROP %):	NONE
WEAKNESSES:	FIRE, WATER
RESISTANCES:	NONE

BANDIT BUTTE (P. 142)

DARK KNIGHT



When the Dark Knight's arms are thrust into the air, he's going to blast one character with a ball of energy. When DK's arms are crossed, he's going to teleport above a character and stab downward, using his sharp butt to cause a cut.

ATTACK	75
ATTACKS	1
DEFENSE	60
AGILITY	20
SPEED	45/S
WISDOM	60
MAGIC END	70
RANGE	35
LUCK	5
HIT POINTS	155
EXP POINTS	47
SILVER	172
ITEM (DROP %):	SILVER GAUNTLET (6%)
WEAKNESSES:	NONE
RESISTANCES:	ALL MAGIC TYPES!

MYSTIC RUINS (P. 151-152)

PERSONA



When the Persona is floating, it's going to hit a character with a clap attack. When the Persona has two masks orbiting it, a character is about to be "masked." A masked character is paralyzed and loses 1 HP per turn. Use a Vitality Vial or Dispel Magic to remove the mask.

ATTACK	58
ATTACKS	1
DEFENSE	54
AGILITY	15
SPEED	30/E
WISDOM	40
MAGIC END	30
RANGE	35
LUCK	5
HIT POINTS	115
EXP POINTS	39
SILVER	84
ITEM (DROP %):	SILVER HAIRPIN (4%)
WEAKNESSES:	EARTH, FIRE, THUNDER, WATER, WIND
RESISTANCES:	ALL NON-ELEMENT MAGIC

MYSTIC RUINS (P. 151-152)

PARASITE



When the Parasite's claws are slowly spreading upward, it's going to deal out two mild scratches. When its claws are rapidly pumping up and down, it's going to blast every character with spheres of energy.

ATTACK	50
ATTACKS	2
DEFENSE	65
AGILITY	35
SPEED	29/F
WISDOM	20
MAGIC END	30
RANGE	35
LUCK	5
HIT POINTS	120
EXP POINTS	33
SILVER	78
ITEM (DROP %):	NONE
WEAKNESSES:	FIRE, WATER
RESISTANCES:	CHARM, DEATH, PARALYZE, POISON, SEAL, SLEEP

BANDIT BUTTE (P. 142)

MASQUERADE

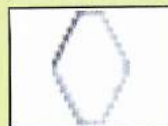


When the Masq's mouth is opening and closing, it's going to cast a spell that hugely reduces the Defense of one character. When the Masq is rotating, it's going to attack with two mask-splitting "claps."

ATTACK	45
ATTACKS	2
DEFENSE	46
AGILITY	15
SPEED	59/F
WISDOM	0
MAGIC END	35
RANGE	50
LUCK	5
HIT POINTS	85
EXP POINTS	28
SILVER	37
ITEM (DROP %):	VITALITY VIAL (5%)
WEAKNESSES:	EARTH, FIRE, THUNDER, WATER, WIND
RESISTANCES:	ALL NON-ELEMENT MAGIC

MYSTIC RUINS (P. 151-152)

REFLECTOR



When the Reflector is rotating on its horizontal axis, it's going to give a character two spinning slaps. When the Reflector is green, and spinning on its vertical axis, it's going to nail a character with an energy sphere.

ATTACK	45
ATTACKS	2
DEFENSE	46
AGILITY	15
SPEED	59/F
WISDOM	0
MAGIC END	35
RANGE	30
LUCK	5
HIT POINTS	85
EXP POINTS	28
SILVER	37
ITEM (DROP %):	VITALITY VIAL (5%)
WEAKNESSES:	EARTH, FIRE, THUNDER, WATER, WIND
RESISTANCES:	ALL NON-ELEMENT MAGIC

MYSTIC RUINS (P. 151-152)

ALBINO BABOON



When the Baboon is marching in place, it's going to hop at a character and give him a primate pimp-slap. When the Baboon is scooping up snow, it's preparing to throw a very damaging snowball at a very unfortunate target.

ATTACK	70
ATTACKS	1
DEFENSE	60
AGILITY	45
SPEED	39/F
WISDOM	30
MAGIC END	0
RANGE	25
LUCK	5
HIT POINTS	150
EXP POINTS	26
SILVER	28
ITEM (DROP %):	
FUR ROBE (1%)	
WEAKNESSES: CHARM,	
DEATH, FIRE, PARALYZE,	
POISON, SEAL, SLEEP	
RESISTANCES: WATER	

ZULAN MOUNTAIN (P. 158)

RAZOR WOLF



When the Wolf is standing upright, it's prepping to attack a character with two strikes of his sharp nose. When the Wolf is madly spinning, it's about to unleash a berserk attack that smacks every character on the screen.

ATTACK	67
ATTACKS	2
DEFENSE	80
AGILITY	60
SPEED	47/F
WISDOM	40
MAGIC END	30
RANGE	30
LUCK	5
HIT POINTS	195
EXP POINTS	68
SILVER	137
ITEM (DROP %):	
FUR DRESS (5%)	
WEAKNESSES: FIRE	
RESISTANCES: CHARM,	
DEATH, PARALYZE, POISON,	
SEAL, SLEEP, WATER	

ZULAN MOUNTAIN (P. 158)

DREAM LEECH



When the Leech is holding its flute, it's gonna play an evil note and rob one character of a considerable amount of MP. When the Leech is bare-handed, it's gonna startle some HP out of a character with a big ol' "Boo!"

ATTACK	65
ATTACKS	1
DEFENSE	59
AGILITY	42
SPEED	33/E
WISDOM	44
MAGIC END	77
RANGE	40
LUCK	5
HIT POINTS	150
EXP POINTS	56
SILVER	100
ITEM (DROP %):	
CUTE RIBBON (1%)	
WEAKNESSES: FIRE	
RESISTANCES: CHARM,	
DEATH, PARALYZE,	
POISON, SEAL, SLEEP	

TABEN'S PEAK (P. 164)

BARBARIAN



When mist is coming from the Barbarian's mouth, he's about to unleash a powerful (and possibly paralyzing) *Street Fighter*-esque punch. When the Barbarian is standing calmly, he's about to hop at a character and give him two mildly damaging roundhouse punches.

ATTACK	70
ATTACKS	2
DEFENSE	100
AGILITY	30
SPEED	30/E
WISDOM	40
MAGIC END	0
RANGE	25
LUCK	5
HIT POINTS	180
EXP POINTS	33
SILVER	65
ITEM (DROP %):	
FUR DRESS (1%)	
WEAKNESSES:	
FIRE	
RESISTANCES:	
PARALYZE, SLEEP, WATER	

ZULAN MOUNTAIN (P. 158)

WYBURN



When the Wyburn is standing upright, it's going to fly into the air and dive-bomb a character, slashing its victim with its sharp claws. When the Wyburn's wings are flapping, it's going to strike a character with a frostbite-inducing gust of wind.

ATTACK	60
ATTACKS	1
DEFENSE	50
AGILITY	30
SPEED	61/F
WISDOM	30
MAGIC END	0
RANGE	35
LUCK	5
HIT POINTS	120
EXP POINTS	21
SILVER	24
ITEM (DROP %):	
NONE	
WEAKNESSES:	
FIRE	
RESISTANCES:	
WATER	

ZULAN MOUNTAIN (P. 158)

MAGIC HAT



When the rabbit in the Hat is hiding, it's about to launch an explosive bolt which damages both the target and anyone within range of the blast. When the rabbit's out and about, it's going to administer a weak smack-down to one character.

ATTACK	95
ATTACKS	1
DEFENSE	60
AGILITY	30
SPEED	51/S
WISDOM	68
MAGIC END	80
RANGE	35
LUCK	5
HIT POINTS	250
EXP POINTS	90
SILVER	221
ITEM (DROP %):	
STEEL HELM (3%)	
WEAKNESSES:	
ABSO-TOOTLY NONE	
RESISTANCES:	
ALL MAGIC TYPES!	

TABEN'S PEAK (P. 164)

OCTO PLANT



ATTACK	70
ATTACKS	2
DEFENSE	62
AGILITY	35
SPEED	43/E
WISDOM	52
MAGIC END	0
RANGE	25
LUCK	5
HIT POINTS	135
EXP POINTS	33
SILVER	49

When the Plant's mouth is closed, it's preparing to dish out two tentacle-slaps. When the Plant is chewing on air, it's going to inflict a possibly poisonous bite. Oh, Octo Plant. You're so naughty.

ITEM (DROP %):
PURITY HERB (5%)
WEAKNESSES:
WATER
RESISTANCES:
POISON

TABEN'S PEAK (P. 164)

AMMONIA



ATTACK	87
ATTACKS	1
DEFENSE	115
AGILITY	45
SPEED	34/F
WISDOM	70
MAGIC END	0
RANGE	35
LUCK	1
HIT POINTS	205
EXP POINTS	69
SILVER	216

When the Ammonia is placidly floating, it's going to stab a character with its plentiful tentacles. When the Ammonia is spinning, it's gonna spin wildly around the screen, smacking everyone for massive damage.

ITEM (DROP %):
HEALING NUT (1%)
WEAKNESSES:
FIRE, THUNDER, WIND
RESIST: CHARM, PARALYZE,
POISON, SEAL, SLEEP, WATER

MERIBIAN SEWERS (P. 168)

GROG SNAKE



ATTACK	77
ATTACKS	1
DEFENSE	62
AGILITY	35
SPEED	43/?
WISDOM	50
MAGIC END	0
RANGE	20
LUCK	1
HIT POINTS	165
EXP POINTS	48
SILVER	34

When the Grogger's mouth is closed, it's going to attack with a lazy (and not especially damaging) head-butt. When the Grogger's jaws are chomping, it's going to inflict a poisonous bite.

ITEM (DROP %):
NONE
WEAKNESSES:
FIRE, THUNDER
RESISTANCES:
WATER

MERIBIAN SEWERS (P. 168)

TORMENTOR



ATTACK	69
ATTACKS	2
DEFENSE	85
AGILITY	38
SPEED	64/E
WISDOM	48
MAGIC END	70
RANGE	30
LUCK	5
HIT POINTS	78
EXP POINTS	36
SILVER	34

When the Tormentor's little wheel is shooting sparks, the Tormentor is preparing to smash into a character twice. When the Tormentor is bouncing up and down, it's going to shoot its pointy head at a character. Piercing projectiles are most uncool!

ITEM (DROP %):
NONE
WEAKNESSES:
WATER
RESISTANCES:
NONE

TABEN'S PEAK (P. 164)

FATAL HOPPER



ATTACK	65
ATTACKS	2
DEFENSE	55
AGILITY	35
SPEED	65/F
WISDOM	50
MAGIC END	10
RANGE	25
LUCK	1
HIT POINTS	120
EXP POINTS	35
SILVER	29

When the Hopper is calm, it's gonna hop at a character and head-butt him twice. When the Hopper is hoppin' mad, it's going to puke upon (and possibly paralyze) a very unfortunate member of the party.

ITEM (DROP %):
CLEANSING WATER (5%)
WEAKNESSES:
FIRE, THUNDER
RESISTANCES:
WATER

MERIBIAN SEWERS (P. 168)

GUNFOOT



ATTACK	70
ATTACKS	2
DEFENSE	72
AGILITY	36
SPEED	51/8
WISDOM	65
MAGIC END	40
RANGE	30
LUCK	1
HIT POINTS	230
EXP POINTS	62
SILVER	152

When the Gunfoot's "eye" is glowing, it's going to fire a frickin' laser beam which damages anyone in its straight-line path. When the eyeball don't got the glow, the Gunfoot dishes out two slaps with its vestigial arms.

ITEM (DROP %): NONE
WEAKNESSES:
THUNDER
RESISTANCES: CHARM,
PARALYZE, POISON, SEAL,
SLEEP, WATER

MERIBIAN SEWERS (P. 168)

BAT KNIGHT

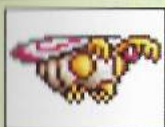


When the BK is hovering, it's going to ram a character with its pointy horn. When the BK's horn is sparking, it's going to soar into the air and dive-bomb into a character, causing massive damage.

ATTACK	110
ATTACKS	1
DEFENSE	120
AGILITY	55
SPEED	35/E
WISDOM	64
MAGIC END	0
RANGE	25
LUCK	5
HIT POINTS	300
EXP POINTS	86
SILVER	48
ITEM (DROP %):	
BEJEWEL HAIRPIN (1%)	
WEAKNESSES:	
EARTH, WATER, WIND	
RESISTANCES:	
ALL OTHER MAGIC	

CAVE OF TRIAL (P. 171)

GIGA WASP



When the Wasp is hovering normally, it's going to bite one of your characters twice. When the Wasp is surrounded by sparkles, it's going to inflict one big bite which might put its victim to sleep.

ATTACK	73
ATTACKS	2
DEFENSE	20
AGILITY	30
SPEED	69/F
WISDOM	35
MAGIC END	0
RANGE	30
LUCK	5
HIT POINTS	145
EXP POINTS	40
SILVER	34
ITEM (DROP %):	
NONE	
WEAKNESSES:	
EARTH, WIND	
RESISTANCES:	
CHARM, SLEEP	

CAVE OF TRIAL (P. 171)

FLYTRAPPER



When the Trapper is at ease, it's about to discipline one of the party members with two slaps of its slimy appendages. When the Trapper's mouth is moving, it's about to gnaw upon a party member, and possibly poison its unfortunate victim in the process.

ATTACK	85
ATTACKS	1
DEFENSE	76
AGILITY	39
SPEED	46/S
WISDOM	92
MAGIC END	30
RANGE	25
LUCK	5
HIT POINTS	200
EXP POINTS	52
SILVER	102
ITEM (DROP %): NONE	
WEAKNESSES:	
FIRE	
RESISTANCES:	
CHARM, PARALYZE, POISON	

WATER RUINS (P. 174)

DEATH SHROOM



When the Shroom is just sitting there, it's gonna shuffle up to a character and bite 'im really hard. When the Shroom is smoking, it's gonna let loose with a cloud of spores which damages (and possibly poisons) any character standing near the Shroom.

ATTACK	98
ATTACKS	1
DEFENSE	80
AGILITY	30
SPEED	54/E
WISDOM	60
MAGIC END	20
RANGE	25
LUCK	5
HIT POINTS	195
EXP POINTS	68
SILVER	99
ITEM (DROP %):	
HOLY WATER (5%)	
WEAKNESSES:	
FIRE	
RESISTANCES:	
POISON	

CAVE OF TRIAL (P. 171)

BLOODBIRD



When the BB is calmly flapping its wings, it's going to attack with two swipes of its puny claws. When the BB is flapping madly, it's going to dive-bomb a character and suck away a goodly sum of HP.

ATTACK	80
ATTACKS	2
DEFENSE	70
AGILITY	52
SPEED	69/F
WISDOM	80
MAGIC END	10
RANGE	35
LUCK	5
HIT POINTS	165
EXP POINTS	76
SILVER	253
ITEM (DROP %):	
ANGEL'S TEAR (3%)	
WEAKNESSES:	
THUNDER	
RESISTANCES:	
CHARM, PARALYZE, SLEEP	

WATER RUINS (P. 174)

GIGA ANT



When the Ant is standing relatively still, it's going to give two big pincer-pinches to a character. When the Ant is rearing back, it's preparing to deliver a single powerful pincer-thrust. (Strangely, we found that the double bite usually did more damage than the single strike.)

ATTACK	95
ATTACKS	2
DEFENSE	155
AGILITY	36
SPEED	35/S
WISDOM	60
MAGIC END	120
RANGE	20
LUCK	5
HIT POINTS	180
EXP POINTS	64
SILVER	49
ITEM (DROP %):	
HEALING NUT (1%)	
WEAKNESSES: NONE	
RESISTANCES: CHARM, EARTH, FIRE, PARAL, SLEEP, THUNDER, WATER, WIND	

WATER RUINS (P. 174)

KILLER WASP



When the KW is hovering normally, it's going to swipe a character with its, uh, hands. If the KW is thrusting its stinger with gusto, it's going to poke and possibly paralyze a character.

ATTACK	115
ATTACKS	1
DEFENSE	100
AGILITY	46
SPEED	54/F
WISDOM	76
MAGIC END	76
RANGE	50
LUCK	5
HIT POINTS	280
EXP POINTS	88
SILVER	284
ITEM (DROP %):	
HOLY WATER (5%)	
WEAKNESSES:	
WIND, THUNDER	
RESISTANCES: CHARM,	
DEATH, FIRE, PARALYZE, SEAL, SLEEP	

WATER RUINS (P. 174)

DIECLOPS



When Dieclops' eye is blinking, it will attack one of the characters with its eye. This attack may paralyze the character. When the Dieclops' blinks alternate between eye and teeth, it will bite one of the characters.

ATTACK	120
ATTACKS	1
DEFENSE	66
AGILITY	50
SPEED	54/F
WISDOM	100
MAGIC END	0
RANGE	20
LUCK	10
HIT POINTS	320
EXP POINTS	72
SILVER	49
ITEM (DROP %):	
PURITY HERB (5%)	
WEAKNESSES:	
EARTH	
RESISTANCES:	
WIND	

AZADO TOWER (P. 178)

FLIGHT KNIGHT



When the Knight's visor is open, it'll fly toward a character and poke him with that hellacious horn. When the Knight's visor is closed, it'll hover in the air before doing a lightning charge at a character.

ATTACK	100
ATTACKS	1
DEFENSE	160
AGILITY	46
SPEED	60/F
WISDOM	60
MAGIC END	0
RANGE	35
LUCK	5
HIT POINTS	185
EXP POINTS	61
SILVER	29
ITEM (DROP %):	
NONE	
WEAKNESSES:	
WIND	
RESISTANCES:	
EARTH	

AZADO TOWER (P. 178)

INFERNO GHOUL



When the Ghoul is just sitting there, it's going to bite one of the characters really, really, really hard. When the Ghoul is chomping at the bit, it's going to unleash a wave of fire which causes damage to the entire party.

ATTACK	120
ATTACKS	1
DEFENSE	80
AGILITY	48
SPEED	54/F
WISDOM	70
MAGIC END	90
RANGE	30
LUCK	5
HIT POINTS	245
EXP POINTS	180
SILVER	22
ITEM (DROP %):	
NONE	
WEAKNESSES:	
NONE	
RESISTANCES:	
FIRE	

AZADO (P. 176)

ELECTRO EYE



When the Eye is blinking slowly, it releases a flash attack that affects the entire party. When the Eye is closed and electricity is moving across its body, it electrocutes one character, Dubyah-execution style.

ATTACK	115
ATTACKS	1
DEFENSE	125
AGILITY	52
SPEED	50/B
WISDOM	85
MAGIC END	145
RANGE	50
LUCK	5
HIT POINTS	280
EXP POINTS	99
SILVER	127
ITEM (DROP %):	
HEALING NUT (1%)	
WEAKNESSES:	
NONE	
RESISTANCES:	
EARTH, FIRE, WIND	

AZADO TOWER (P. 178)

NIPPLE YANKER



When the Yanker's staff is glowing red, he's gonna shoot a fireball at one of the characters. When the Yanker is slapping his staff into his left hand, he's gonna smack one of the characters in the head with his staff o' pain.

ATTACK	105
ATTACKS	1
DEFENSE	60
AGILITY	34
SPEED	50/F
WISDOM	75
MAGIC END	50
RANGE	30
LUCK	5
HIT POINTS	225
EXP POINTS	61
SILVER	47
ITEM (DROP %):	
ANGEL'S TEAR (5%)	
WEAKNESSES:	
NONE	
RESISTANCES:	
EARTH, FIRE, WIND	

AZADO TOWER (P. 178)

CORP. CRUSHER



When the CC is standing still, he's going to stab one of the characters with his spear. When the CC is spinning his spear, he's going to smack one of the characters over the head. Such gratuitous violence!

ATTACK	95
ATTACKS	2
DEFENSE	125
AGILITY	46
SPEED	55/S
WISDOM	60
MAGIC END	40
RANGE	25
LUCK	1
HIT POINTS	250
EXP POINTS	93
SILVER	27
ITEM (DROP %):	
HEALING NUT (2%)	
WEAKNESSES:	
WIND	
RESISTANCES:	
NONE	

WHITE TOWER (P. 192)

FLAME REAPER



When the FR is holding his pick, he's going to drive his mining tool right into someone's cranium. When the FR is breathing fire, he's going to breathe fire on one of the characters. Quite logical, really.

ATTACK	110
ATTACKS	1
DEFENSE	95
AGILITY	42
SPEED	52/S
WISDOM	80
MAGIC END	80
RANGE	25
LUCK	5
HIT POINTS	275
EXP POINTS	93
SILVER	37
ITEM (DROP %):	
NONE	
WEAKNESSES:	
NONE	
RESISTANCES:	
NONE	

RED TOWER (P. 193)/UNDER PENTAGULIA (P.192)

ASSASSIN



When the Assassin is in his normal combat stance, he's going to judo-chop one of the characters. When the Assassin is surrounded by flames, he's going to punch twice, and kick once.

ATTACK	105
ATTACKS	1
DEFENSE	95
AGILITY	52
SPEED	78/S
WISDOM	60
MAGIC END	0
RANGE	35
LUCK	5
HIT POINTS	160
EXP POINTS	90
SILVER	22
ITEM (DROP %):	
HERB (5%)	
WEAKNESSES:	
WATER	
RESISTANCES:	
NONE	

BLUE TOWER (P. 194)/UNDER PENTAGULIA (P.192)

SGT. SLAUGHTER



When the SS's sword is pointed down (sounds like a personal problem), he's gonna do a basic sword swipe. When the SS is holding his shield up, he'll only attack you if you attack him first.

ATTACK	90
ATTACKS	2
DEFENSE	105
AGILITY	46
SPEED	63/S
WISDOM	60
MAGIC END	20
RANGE	20
LUCK	1
HIT POINTS	200
EXP POINTS	90
SILVER	20
ITEM (DROP %):	
HERB (1%)	
WEAKNESSES:	
WIND	
RESISTANCES:	
CHARM	

WHITE TOWER (P. 192)/UNDER PENTAGULIA (P.192)

GARGOYLE



When the Gargoyle is just hovering, it's going to do a basic slashing attack. When the Gargoyle's sword is blue, it's preparing to deliver a more powerful sword attack on one character.

ATTACK	95
ATTACKS	2
DEFENSE	115
AGILITY	35
SPEED	58/S
WISDOM	70
MAGIC END	150
RANGE	20
LUCK	5
HIT POINTS	170
EXP POINTS	90
SILVER	19
ITEM (DROP %):	
HEALING NUT (1%)	
WEAKNESSES: EARTH,	
FIRE, WATER, WIND	
RESISTANCES:	
NONE	

RED TOWER (P. 193)

MERCENARY



When the Mercenary is just standing there, he's going to smack a character with his steel ball. When the Mercenary is hunching over, he's going to leap in the air and hit a character with an explosive impact.

ATTACK	120
ATTACKS	1
DEFENSE	105
AGILITY	32
SPEED	52/S
WISDOM	60
MAGIC END	0
RANGE	30
LUCK	5
HIT POINTS	260
EXP POINTS	93
SILVER	29
ITEM (DROP %):	
HERB (5%)	
WEAKNESSES: WATER	
RESISTANCES: CHARM,	
PARALYSIS, POISON, SEAL,	
SLEEP	

BLUE TOWER (P. 194)

DARK SORCERER



When the DS is standing still, it's about to move next to a character and attack with a blast of magic. When the DS's hand is extended, it will attack one of the characters with a magical ball. Ball-ocks!

ATTACK	110
ATTACKS	1
DEFENSE	110
AGILITY	50
SPEED	59/F
WISDOM	50
MAGIC END	70
RANGE	50
LUCK	5
HIT POINTS	320
EXP POINTS	90
SILVER	21
ITEM (DROP %):	
ANGEL'S TEAR (5%)	
WEAKNESSES:	
FLAME	
RESISTANCES:	
WIND	

BLACK TOWER (P. 195)

CHIRO MONGREL



When the CM's tail is waving, it will attack a character by slapping him or her with its tail. When the CM's showing its hackles, it will launch a parasite from its mouth (gross!) which may paralyze a character.

ATTACK	50
ATTACKS	2
DEFENSE	300
AGILITY	300
SPEED	300/F
WISDOM	300
MAGIC END	300
RANGE	40
LUCK	1
HIT POINTS	999
EXP POINTS	33333
SILVER	11111
ITEM (DROP %):	
CHIRO CREST (1%)	
WEAKNESSES:	
NONE	
RESISTANCES:	
ALL MAGIC TYPES!	

WHITE DRAGON CAVE (P. 199)

MUTANT FLY



When the MF is flapping its wings, it's going to use those wings to pimplap a character. When the MF starts spinning in a circle, it's going to bite and possibly poison a character.

ATTACK	110
ATTACKS	1
DEFENSE	85
AGILITY	50
SPEED	71/S
WISDOM	25
MAGIC END	80
RANGE	30
LUCK	5
HIT POINTS	250
EXP POINTS	113
SILVER	134
ITEM (DROP %):	
HOLY WATER (1%)	
WEAKNESSES: NONE	
RESISTANCES: CHARM,	
DEATH, PARALYZE,	
POISON, SEAL, SLEEP	

WHITE DRAGON CAVE (P. 199)

FLASH LORD



When the FL's staff is surging with electricity, he's going to strike a character with his staff. When the FL has an electric charge on his back, he's going to shoot an electrical charge at a character; the charge also zaps anyone in a zone around the target.

ATTACK	100
ATTACKS	1
DEFENSE	130
AGILITY	50
SPEED	55/F
WISDOM	55
MAGIC END	50
RANGE	25
LUCK	1
HIT POINTS	150
EXP POINTS	95
SILVER	31
ITEM (DROP %):	
HOLY WATER (5%)	
WEAKNESSES: FLAME	
RESISTANCES: CHARM,	
PARALYSIS, POISON, SEAL,	
SLEEP, WIND	

BLACK TOWER (P. 195)/UNDER PENTAGULLA (P. 192)

MECHA STAR



When the MS has a spark orbiting it, the MS will shoot the spark at a character. When the MS is just hovering, it will try to drive its pointed end through a character's round noggin.

ATTACK	130
ATTACKS	1
DEFENSE	120
AGILITY	40
SPEED	42/S
WISDOM	40
MAGIC END	80
RANGE	20
LUCK	5
HIT POINTS	180
EXP POINTS	192
SILVER	222
ITEM (DROP %):	
HEALING NUT (1%)	
WEAKNESSES: CHARM, FIRE	
RESISTANCES: DEATH,	
PARALYZE, POISON, SEAL,	
SLEEP, WATER	

WHITE DRAGON CAVE (P. 199)

SHIRO MONGREL



When the SM's tails are waving, it will attack a character by slapping with its tails. When the SM's showing its hackles, it will launch a parasite from its mouth (Ewww!) which may paralyze a character.

ATTACK	90
ATTACKS	2
DEFENSE	95
AGILITY	60
SPEED	80/F
WISDOM	30
MAGIC END	80
RANGE	28
LUCK	20
HIT POINTS	175
EXP POINTS	139
SILVER	181
ITEM (DROP %):	
SHIRO CREST (1%)	
WEAKNESSES:	
FIRE	
RESISTANCES: CHARM,	
POISON, PARALYZE, WATER	

WHITE DRAGON CAVE (P. 199)

YETI



ATTACK	115
ATTACKS	1
DEFENSE	120
AGILITY	35
SPEED	53/E
WISDOM	50
MAGIC END	0
RANGE	25
LUCK	5
HIT POINTS	200
EXP POINTS	149
SILVER	124
ITEM (DROP %):	NONE
WEAKNESSES:	
DEATH, FIRE, PARALYZE,	
SEAL, SLEEP	
RESISTANCES:	
WATER	

When the Yeti is standing erect—as in upright, you sick reader—it will claw at a character. When the Yeti is hunched over with osteoporosis, it will throw a slushy snowball at one unsuspecting character.

WHITE DRAGON CAVE (P. 199)

FLASH NINJA



ATTACK	111
ATTACKS	2
DEFENSE	86
AGILITY	20
SPEED	75/E
WISDOM	30
MAGIC END	90
RANGE	26
LUCK	5
HIT POINTS	780
EXP POINTS	339
SILVER	0
ITEM (DROP %):	NONE
WEAKNESSES:	
NONE	
RESISTANCES: CHARM,	
PARALYZE, POISON, SLEEP	

When the FN is standing still, he's going to hit a character with quick sword swipes, which may poison the victim. When the FN has his arms raised, he's going to use his ninja magic on one of the characters.

ZEN ZONE (P. 204)

AQUA ASSASSIN



ATTACK	126
ATTACKS	2
DEFENSE	137
AGILITY	15
SPEED	58/E
WISDOM	80
MAGIC END	80
RANGE	35
LUCK	10
HIT POINTS	460
EXP POINTS	332
SILVER	248
ITEM (DROP %):	
HEALING NUT (6%)	
WEAKNESSES:	
FIRE, THUNDER	
RESISTANCES:	
WATER	

When the Assassin is holding his sword, he will attack a character with two quick sword slashes. When the Assassin's arm is outstretched, he will shoot a beam that will affect the characters within a zone.

BLUE DRAGON CAVE (P. 206-207)

WOLF GUARD



ATTACK	135
ATTACKS	1
DEFENSE	96
AGILITY	30
SPEED	58/E
WISDOM	60
MAGIC END	90
RANGE	22
LUCK	5
HIT POINTS	606
EXP POINTS	273
SILVER	0
ITEM (DROP %):	NONE
WEAKNESSES:	
NONE	
RESISTANCES: CHARM,	
PARALYZE, POISON, SLEEP	

When the WG is just standing there, he's going to smack a character with his mega-mace. When the WG is hunching over, he's going to leap in the air and hit a character so hard that the ground blows up real good.

ZEN ZONE (P. 204)

SHADOW ASSASSIN



ATTACK	102
ATTACKS	3
DEFENSE	110
AGILITY	25
SPEED	71/E
WISDOM	100
MAGIC END	100
RANGE	36
LUCK	25
HIT POINTS	1120
EXP POINTS	563
SILVER	0
ITEM (DROP %):	NONE
WEAKNESSES:	
NONE	
RESISTANCES: CHARM,	
PARALYZE, POISON, SLEEP	

When the Assassin is in his normal combat stance, he's going to do three quick jabs. When the Assassin is bathed in blue flames, he's going to punch twice, and kick once. (Punch, kick, it's all in the mind.)

ZEN ZONE (P. 204)

DOOM RIGGER



ATTACK	160
ATTACKS	1
DEFENSE	137
AGILITY	15
SPEED	140/S
WISDOM	110
MAGIC END	80
RANGE	20
LUCK	5
HIT POINTS	900
EXP POINTS	3000
SILVER	1000
ITEM (DROP %):	
HOLY WATER (100%)	
WEAKNESSES: FIRE, WIND	
RESISTANCES: CHARM,	
DEATH, PARALYZE, POISON,	
SEAL, SLEEP,	

When the DR is hovering up and down, it's about to run away. Wuss. When the DR is opening and closing its mouth, it's going to scatter a fresh-baked batch of Scurvy Slugs onto the battlefield.

BLUE DRAGON CAVE (P. 206-207)

SCURVY SLUG



ATTACK	114
ATTACKS	1
DEFENSE	132
AGILITY	15
SPEED	54/E
WISDOM	80
MAGIC END	60
RANGE	30
LUCK	5
HIT POINTS	163
EXP POINTS	73
SILVER	0
ITEM (DROP %):	NONE
WEAKNESSES:	WIND
RESISTANCES:	SALT

This pill-shaped parasite only has a single attack, which doesn't cause serious damage, but which does have a chance of poisoning the targeted character. Make sure to take your vitamin C!

TIGER SHARK



ATTACK	128
ATTACKS	1
DEFENSE	130
AGILITY	15
SPEED	77/E
WISDOM	70
MAGIC END	80
RANGE	30
LUCK	8
HIT POINTS	211
EXP POINTS	192
SILVER	174
ITEM (DROP %):	NONE
WEAKNESSES:	FIRE, THUNDER
RESISTANCES:	WATER

If only a fin is visible, the Shark is going to leap into the air and land on a character for mild damage. When the head is visible, the Shark will unleash a sonic beam that blasts the entire party.

BLUE DRAGON CAVE (P. 206-207)

WATER ELEMENTAL



ATTACK	125
ATTACKS	1
DEFENSE	135
AGILITY	25
SPEED	87/E
WISDOM	100
MAGIC END	100
RANGE	99
LUCK	5
HIT POINTS	134
EXP POINTS	163
SILVER	143
ITEM (DROP %):	HOLY WATER (1%)
WEAKNESSES:	FIRE, THUNDER
RESISTANCES:	WATER

When the Elemental is standing relatively still, it's going to bite a character, and the victim might become mute (from trying not to scream "That really HURT!"). When the Elemental's mouth is opening and closing, it will spit frozen water onto a character.

BLUE DRAGON CAVE (P. 206-207)



BLUE DRAGON CAVE (P. 206-207)

BIG BOOMBA



ATTACK	107
ATTACKS	2
DEFENSE	120
AGILITY	50
SPEED	62/F
WISDOM	100
MAGIC END	100
RANGE	30
LUCK	5
HIT POINTS	320
EXP POINTS	260
SILVER	164
ITEM (DROP %):	CLEANSING WATER (2%)
WEAKNESSES:	WATER
RESISTANCES:	FIRE

When the Big Boomba is standing still, he pops out his eyes and attacks a character with his killer corneas. When his cigar is lit, he'll leap and explode above a character, which may paralyze the target. The explosion also affects any character in a zone surrounding the victim.

BOOMBA BABY



ATTACK	108
ATTACKS	2
DEFENSE	120
AGILITY	50
SPEED	91/F
WISDOM	100
MAGIC END	100
RANGE	40
LUCK	5
HIT POINTS	150
EXP POINTS	149
SILVER	84
ITEM (DROP %):	NONE
WEAKNESSES:	WATER
RESISTANCES:	FIRE

If the BB's fuse isn't lit, he'll use it to whip a character twice. If the fuse is burning, the BB will throw himself at a character and explode, damaging the target and anyone else standing nearby.

ZABACK MINES (P. 210-211)

ZABACK MINES (P. 210-211)

BOOMBA BOY



ATTACK	130
ATTACKS	1
DEFENSE	120
AGILITY	50
SPEED	80/F
WISDOM	100
MAGIC END	100
RANGE	33
LUCK	5
HIT POINTS	200
EXP POINTS	187
SILVER	127

ITEM (DROP %):

NONE

WEAKNESSES:

WATER

RESISTANCES:

FIRE

If the Boy's fuse isn't lit, he's gonna kick a character in the shin. If his fuse is lit, he's gonna explode on a character, damaging the target and any characters unfortunate enough to be in the explosion radius.

ZABACK MINES (P. 210-211)

ELDER BOOMBA



ATTACK	150
ATTACKS	1
DEFENSE	150
AGILITY	50
SPEED	62/E
WISDOM	100
MAGIC END	100
RANGE	32
LUCK	5
HIT POINTS	400
EXP POINTS	538
SILVER	275

ITEM (DROP %):

HOLY WATER (4%)

WEAKNESSES: WATER

RESISTANCES: CHARM,

DEATH, FIRE, PARALYSIS,

POISON, SEAL, SLEEP

When the Elder Boomba's fuse is lit, he's going to blow up, damaging (and possibly putting to sleep) the target and anyone else in the blast zone.

ZABACK MINES (P. 210-211)

DARK LORD



ATTACK	140
ATTACKS	1
DEFENSE	100
AGILITY	20
SPEED	92/F
WISDOM	80
MAGIC END	100
RANGE	25
LUCK	5
HIT POINTS	404
EXP POINTS	188
SILVER	167

ITEM (DROP %): NONE

WEAKNESSES: NONE

RESISTANCES: CHARM,

EARTH, FIRE, PARALYSIS,

POISON, SLEEP,

THUNDER, WATER, WIND

When the DL's staff is surging with electricity, he's going to strike a character with his staff. When the DL itself is electric, he's going to jolt a character, along with anyone in a zone around the character.

NEO-TRIAL CAVE (P. 215-216)

GORGON



ATTACK	170
ATTACKS	1
DEFENSE	125
AGILITY	25
SPEED	76/F
WISDOM	100
MAGIC END	50
RANGE	23
LUCK	5
HIT POINTS	300
EXP POINTS	538
SILVER	266

ITEM (DROP %):

GORGON DOLL (1%)

WEAKNESSES:

EARTH, FIRE, WIND, WATER

RESISTANCES: CHARM, DEATH,

PARALYSIS, POISON, SEAL, SLEEP

When the Gorgon is standing still, it will attack a character by, uh, licking him. When the Gorgon's eye is replaced by a mouth, it's going to vomit on a character, who might become paralyzed out of sheer disgust.

NEO-TRIAL CAVE (P. 215-216)

ROCK BITER



ATTACK	132
ATTACKS	2
DEFENSE	270
AGILITY	50
SPEED	50/F
WISDOM	100
MAGIC END	0
RANGE	20
LUCK	5
HIT POINTS	145
EXP POINTS	177
SILVER	149

ITEM (DROP %):

PURITY HERB (1%)

WEAKNESSES: CHARM, EARTH,

DEATH, FIRE, PARALYSIS, POISON,

SEAL, SLEEP, WATER, WIND

RESISTANCES: NONE

When the RB is standing still, it's going to attack a character with its pincers. When the RB's stinger is moving up and down, it's going to strike (and possibly poison) a character with its pointy tail.

NEO-TRIAL CAVE (P. 215-216)

SCREAM SPHERE



ATTACK	144
ATTACKS	1
DEFENSE	125
AGILITY	20
SPEED	92/E
WISDOM	80
MAGIC END	100
RANGE	25
LUCK	5
HIT POINTS	222
EXP POINTS	338
SILVER	266

ITEM (DROP %):

HOLY WATER (2%)

WEAKNESSES: NONE

RESISTANCES:

CHARM, DEATH, PARALYSIS,

POISON, SEAL, SLEEP

When the SS's mouths are moving, it's going to hit a character for minor damage. When the SS is glowing red, it's going to "flash" the screen, injuring (and possibly muting) everyone on the screen.

NEO-TRIAL CAVE (P. 215-216)

CHAOS FIEND



If the Fiend is holding his staff, he's going to bop a character over the head with it. When the Fiend is holding his staff in the air, he's going to shoot magical spheres at the entire party.

ATTACK	170
ATTACKS	1
DEFENSE	220
AGILITY	50
SPEED	96/E
WISDOM	80
MAGIC END	150
RANGE	50
LUCK	10
HIT POINTS	300
EXP POINTS	666
SILVER	333
ITEM (DROP %):	
STAR LIGHT (2%)	
WEAKNESSES:	
NONE	
RESISTANCES:	
ALL MAGIC TYPES!	

BLACK DRAGON CAVE (P. 220-221)

WEBHEAD



When the Webhead is floating, it's going to wrap around a character and take a bite. When the Webhead's web is quickly pulsating, it's going to try and steal HP from one of the characters.

ATTACK	148
ATTACKS	2
DEFENSE	150
AGILITY	15
SPEED	50/S
WISDOM	110
MAGIC END	110
RANGE	50
LUCK	5
HIT POINTS	245
EXP POINTS	320
SILVER	247
ITEM (DROP %):	
HEALING NUT (4%)	
WEAKNESSES:	
EARTH, FIRE, THUNDER, WATER, WIND	
RESISTANCES: NONE	

BLACK DRAGON CAVE (P. 220-221)

ARCHMAGE



When the Archmage is standing still, it will move next to a character and attack with a blast of magic. When the Archmage's hand is extended, it will attack one of the characters with an ice ball, which may paralyze the chillin' target.

ATTACK	163
ATTACKS	1
DEFENSE	173
AGILITY	35
SPEED	67/F
WISDOM	80
MAGIC END	150
RANGE	99
LUCK	5
HIT POINTS	220
EXP POINTS	301
SILVER	193
ITEM (DROP %):	
CLEANSING WATER (4%)	
WEAKNESSES:	
NONE	
RESISTANCES: CHARM, PARALYSIS, SEAL, SLEEP	

SERAK PALACE (P. 228-229)

SOUL YANKER



When the Yanker is tapping his staff—man, that sounds naughty—he's going to smack one of the characters. When the orb on the staff is glowing red, the Yanker is going to shoot a beam at one of the characters.

ATTACK	140
ATTACKS	1
DEFENSE	110
AGILITY	15
SPEED	63/F
WISDOM	110
MAGIC END	150
RANGE	24
LUCK	5
HIT POINTS	210
EXP POINTS	201
SILVER	203
ITEM (DROP %):	
NONE	
WEAKNESSES:	
NONE	
RESISTANCES:	
ALL MAGIC TYPES!	

BLACK DRAGON CAVE (P. 220-221)

ZOMBIE



When the Zombie is drooling in the cute way that Zombies do, it'll vomit on a character, possibly causing paralysis. When the Zombie's arms are raised, it will strike one of the characters twice.

ATTACK	131
ATTACKS	1
DEFENSE	80
AGILITY	20
SPEED	96/F
WISDOM	80
MAGIC END	50
RANGE	27
LUCK	5
HIT POINTS	128
EXP POINTS	209
SILVER	0
ITEM (DROP %):	
CLEANSING WATER (2%)	
WEAKNESSES:	
NONE	
RESISTANCES:	
ALL MAGIC TYPES!	

BLACK DRAGON CAVE (P. 220-221)

ARROW FISH



When the Fish is relatively still, it will attack one of the characters by ramming itself into the victim. When part of the Fish is glowing yellow, it will shoot a flame arrow at one of the characters.

ATTACK	168
ATTACKS	1
DEFENSE	190
AGILITY	35
SPEED	86/F
WISDOM	80
MAGIC END	60
RANGE	30
LUCK	5
HIT POINTS	168
EXP POINTS	291
SILVER	137
ITEM (DROP %):	
NONE	
WEAKNESSES:	
THUNDER	
RESISTANCES: CHARM, PARALYSIS, SEAL, SLEEP	

SERAK PALACE (P. 228-229)

BLYZZER



ATTACK	138
ATTACKS	2
DEFENSE	203
AGILITY	20
SPEED	102/F
WISDOM	80
MAGIC END	100
RANGE	40
LUCK	5
HIT POINTS	360
EXP POINTS	443
SILVER	261

ITEM (DROP %):
HEALING NUT (2%)

WEAKNESSES:

NONE

RESISTANCES:

NONE

When the Blyzzer is standing, it will simply attack one of the characters by hitting him or her with its head. When the Blyzzer is spinning, it will bounce around the battlefield, striking the entire party. This attack may poison some of the characters.

NECROMANCER



ATTACK	175
ATTACKS	1
DEFENSE	192
AGILITY	50
SPEED	53/E
WISDOM	80
MAGIC END	150
RANGE	40
LUCK	5
HIT POINTS	500
EXP POINTS	793
SILVER	573

ITEM (DROP %):
STAR LIGHT (1%)

WEAKNESSES:

NONE

RESISTANCES:

ALL MAGIC TYPES!

When the Necromancer is holding the ice shard, it's going to smack a character with it. When there are frozen flames above the ice shard, the Necromancer will throw a powerful ice attack at one character. This attack also affects other characters within a zone around the target.

SERAK PALACE (P. 228-229)

SERAK PALACE (P. 228-229)

BLOOD SLIME



ATTACK	156
ATTACKS	1
DEFENSE	170
AGILITY	20
SPEED	55/S
WISDOM	50
MAGIC END	90
RANGE	25
LUCK	1
HIT POINTS	170
EXP POINTS	243
SILVER	102

ITEM (DROP %):
HOLY WATER (1%)

WEAKNESSES: WATER
RESISTANCES: DEATH,
EARTH, FIRE, THUNDER,
WIND

The Blood Slime likes to bounce up to a character and bite him with great vengeance and furious anger. This cruel chomp may also cause the character to fall asleep.

FLAME BERZERKER



ATTACK	157
ATTACKS	2
DEFENSE	200
AGILITY	32
SPEED	55/F
WISDOM	100
MAGIC END	120
RANGE	36
LUCK	5
HIT POINTS	570
EXP POINTS	796
SILVER	348

ITEM (DROP %):
HEALING NUT (8%)

WEAKNESSES:
WATER
RESISTANCES:
FIRE

When the FB is standing relatively still, he's going to deliver two swift sword strikes to a character. When the FB's arm is outstretched, he's going to unleash a blast of magic that slams a character and frazzles a zone around the character.

RED DRAGON CAVE (P. 232-233)

RED DRAGON CAVE (P. 232-233)

INFERNO GHOUL



ATTACK	140
ATTACKS	2
DEFENSE	190
AGILITY	45
SPEED	70/F
WISDOM	80
MAGIC END	120
RANGE	35
LUCK	5
HIT POINTS	320
EXP POINTS	386
SILVER	226

ITEM (DROP %):
HERB (1%)

WEAKNESSES:
WATER
RESISTANCES: CHARM,
PARALYSIS, POISON, SLEEP

When the IG's mouth is unmoving (AI Gore could learn from this monster!), it will attack a character with two powerful bites. When the IG's mouth is in motion, it will launch a wave of fire toward the entire party.

PYROMANIAC



ATTACK	141
ATTACKS	2
DEFENSE	190
AGILITY	20
SPEED	89/E
WISDOM	100
MAGIC END	120
RANGE	32
LUCK	5
HIT POINTS	380
EXP POINTS	415
SILVER	203

ITEM (DROP %):
ANGEL'S TEAR (2%)

WEAKNESSES:
WATER
RESISTANCES:
FIRE

When the Pyromaniac is standing, it will punch the character with its fiery fist of fury. When the Pyromaniac is levitating, it will smack a character with a nasty twirling kick.

RED DRAGON CAVE (P. 232-233)

RED DRAGON CAVE (P. 232-233)

CANNON ANGEL



When the Angel is cradling its cannon, it's going to swing the gun and whack a character. When the top of the cannon is flashing, the Angel will fire at a character, causing damage and possibly muting the target. This attack affects other characters within the zone.

ATTACK	162
ATTACKS	2
DEFENSE	200
AGILITY	35
SPEED	72/F
WISDOM	50
MAGIC END	100
RANGE	35
LUCK	5
HIT POINTS	800
EXP POINTS	945
SILVER	453
ITEM (DROP %):	
HOLY WATER (4%)	
WEAKNESSES: NONE	
RESISTANCES: CHARM,	
DEATH, PARALYSIS, POISON,	
SEAL, SLEEP, WATER	

GODDESS TOWER (P. 238-244)

STATUE SOLDIER



When the SS is standing with his sword pointed downward, it will try to drive it straight through a character's head. When the Soldier is holding its sword aloft, it's going to smash the weapon on a character's cranium.

ATTACK	190
ATTACKS	1
DEFENSE	200
AGILITY	36
SPEED	58/F
WISDOM	100
MAGIC END	80
RANGE	25
LUCK	5
HIT POINTS	580
EXP POINTS	708
SILVER	262
ITEM (DROP %):	
HEALING NUT (6%)	
WEAKNESSES: EARTH, FIRE,	
WATER, WIND	
RESISTANCES: CHARM, DEATH,	
PARALYSIS, POISON, SEAL, SLEEP	

GODDESS TOWER (P. 238-244)

CRAZY CRAB



When the CC's legs are moving up and down, it's going to attack a character with its goring gams. When the CC's legs are moving rapidly, the crabby Crab is going to shoot magical spheres at the entire party.

ATTACK	220
ATTACKS	1
DEFENSE	160
AGILITY	25
SPEED	61/F
WISDOM	100
MAGIC END	120
RANGE	40
LUCK	5
HIT POINTS	380
EXP POINTS	931
SILVER	284
ITEM (DROP %): HERB (1%)	
WEAKNESSES: EARTH, FIRE,	
THUNDER, WATER, WIND	
RESISTANCES: CHARM,	
DEATH, PARALYSIS, POISON,	
SEAL, SLEEP	

ZOPHAR'S KEEP (P. 263-264)

PLASMA PRISM



When the Plasma Prism is rotating on its horizontal axis, it's going to give a character a spinning slap. When the Plasma Prism is spinning on its vertical axis, it's going to nail a character with an energy sphere.

ATTACK	100
ATTACKS	1
DEFENSE	190
AGILITY	35
SPEED	91/8
WISDOM	100
MAGIC END	100
RANGE	30
LUCK	8
HIT POINTS	260
EXP POINTS	334
SILVER	121
ITEM (DROP %):	
NONE	
WEAKNESSES:	
NONE	
RESISTANCES:	
ALL MAGIC TYPES!	

GODDESS TOWER (P. 238-244)

STONE CREEP



When the Creep's mouth is opening and closing, it's going to fire a purple ball of magic at a character, which may cause paralysis. When the Creep's mouth is shut, it'll strike a character with its lower half.

ATTACK	108
ATTACKS	1
DEFENSE	190
AGILITY	30
SPEED	71/F
WISDOM	10
MAGIC END	100
RANGE	30
LUCK	8
HIT POINTS	160
EXP POINTS	588
SILVER	183
ITEM (DROP %):	
CLEANSING WATER (2%)	
WEAKNESSES: NONE	
RESISTANCES: CHARM,	
DEATH, PARALYSIS, POISON,	
SEAL, SLEEP, WATER	

GODDESS TOWER (P. 238-244)

FIEND GATE



When the FG's head is exposed, it will move toward a character and punch him in the gut. When the FG's head is hidden, it will fire a fiendish beam straight across the screen, affecting any characters in the beam's path.

ATTACK	270
ATTACKS	1
DEFENSE	250
AGILITY	50
SPEED	10/8
WISDOM	100
MAGIC END	150
RANGE	50
LUCK	10
HIT POINTS	666
EXP POINTS	2500
SILVER	1000
ITEM (DROP %):	
STAR LIGHT (6%)	
WEAKNESSES: NONE	
RESISTANCES: CHARM,	
DEATH, PARALYSIS, POISON,	
SEAL, SLEEP	

ZOPHAR'S KEEP (P. 265-266)

FIRE SEED



ATTACK	23
ATTACKS	1
DEFENSE	220
AGILITY	25
SPEED	71/E
WISDOM	90
MAGIC END	100
RANGE	30
LUCK	10
HIT POINTS	320
EXP POINTS	777
SILVER	0
ITEM (DROP %): NONE	
WEAKNESSES: WATER, WIND	
RESISTANCES: CHARM, DEATH, FIRE, PARALYSIS, POISON, SEAL, SLEEP	

When the Fire Seed is in its normal state, it will attack (and possibly charm) a character. When the Fire Seed has a red glow around it, it's preparing to cast fire magic on a character. This attack also affects other characters within its zone.

ZOPHAR'S KEEP (P. 265-266)

HADES

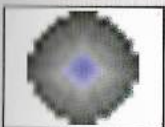


ATTACK	188
ATTACKS	2
DEFENSE	200
AGILITY	40
SPEED	60/S
WISDOM	100
MAGIC END	120
RANGE	35
LUCK	5
HIT POINTS	700
EXP POINTS	1621
SILVER	666
ITEM (DROP %): ANGEL'S TEAR (6%)	
WEAKNESSES: WATER	
RESISTANCES: CHARM, DEATH, FIRE, PARALYSIS, POISON, SEAL, SLEEP	

When Hades is in his normal state, he will simply punch a character. When there are flames on Hades's back, he will try and smash one of the character's skulls between his fists.

ZOPHAR'S KEEP (P. 263-264)

ICE SEED



ATTACK	23
ATTACKS	1
DEFENSE	220
AGILITY	25
SPEED	77/E
WISDOM	90
MAGIC END	100
RANGE	30
LUCK	10
HIT POINTS	320
EXP POINTS	777
SILVER	0
ITEM (DROP %): NONE	
WEAKNESSES: FIRE, THUNDER	
RESISTANCES: CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP, WATER	

When the Ice Seed is in its normal state, it will attack (and possibly put to sleep) a character. When the Ice Seed has a blue glow around it, it's preparing to cast an ice spell on a single character. This attack also affects other characters within its zone.

ZOPHAR'S KEEP (P. 265-266)

LUNAR SEED



ATTACK	23
ATTACKS	1
DEFENSE	230
AGILITY	25
SPEED	62/E
WISDOM	90
MAGIC END	80
RANGE	25
LUCK	10
HIT POINTS	320
EXP POINTS	777
SILVER	0
ITEM (DROP %): NONE	
WEAKNESSES: THUNDER, WIND	
RESISTANCES: CHARM, DEATH, EARTH, PARALYSIS, POISON, SEAL, SLEEP	

When the Wind Seed is in its normal state, it will attack (and possibly poison) a character. When the Lunar Seed has a brown glow around it, it's preparing to cast earth magic on a character. This attack affects other characters within the zone.

ZOPHAR'S KEEP (P. 265-266)

MACE MASHER



ATTACK	170
ATTACKS	2
DEFENSE	200
AGILITY	40
SPEED	71/S
WISDOM	100
MAGIC END	100
RANGE	30
LUCK	10
HIT POINTS	360
EXP POINTS	662
SILVER	262
ITEM (DROP %): HERB (1%)	
WEAKNESSES: EARTH, FIRE, THUNDER, WATER, WIND	
RESISTANCES: CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP	

When the MM is holding its mace, it will smack a character twice with it. When the MM is swinging the mace around, it will go medieval on a targeted character by repeatedly hitting him with the mace.

ZOPHAR'S KEEP (P. 265-266)

MECHA STAR



ATTACK	188
ATTACKS	1
DEFENSE	240
AGILITY	45
SPEED	76/E
WISDOM	100
MAGIC END	100
RANGE	50
LUCK	5
HIT POINTS	213
EXP POINTS	624
SILVER	216
ITEM (DROP %): NONE	
WEAKNESSES: NONE	
RESISTANCES: ALL MAGIC TYPES!	

When there's a spark orbiting the MS, it's going to shoot the spark at a character. When the MS is hovering in place, it will try to drive its pointed end through a character's noggin.

ZOPHAR'S KEEP (P. 263-264)

SNATCHER



ATTACK	164
ATTACKS	2
DEFENSE	200
AGILITY	77
SPEED	116/E
WISDOM	100
MAGIC END	120
RANGE	40
LUCK	5
HIT POINTS	330
EXP POINTS	746
SILVER	195
ITEM (DROP %):	
HOLY WATER (4%)	
WEAKNESSES: EARTH	
RESISTANCES: CHARM,	
DEATH, PARALYSIS, POISON,	
SEAL, SLEEP	

When the Snatcher is standing still, it's going to attack a character with a couple of uppercuts. When the Snatcher's belly is convulsing, it's going to spill abdominal juice on a character, which may cause paralysis.

ZOPHAR'S KEEP (P. 263-264)

SPARK SEED



ATTACK	25
ATTACKS	1
DEFENSE	200
AGILITY	25
SPEED	99/E
WISDOM	90
MAGIC END	120
RANGE	35
LUCK	10
HIT POINTS	320
EXP POINTS	777
SILVER	0
ITEM (DROP %): NONE	
WEAKNESSES:	
EARTH, WATER	
RESISTANCES: CHARM,	
DEATH, PARALYSIS, POISON,	
SEAL, SLEEP, THUNDER	

When the Spark Seed is in its normal state, it will attack (and possibly paralyze) a character. When the Spark Seed has a blue glow around it, it's going to shoot a lightning bolt at a character. This attack also affects other characters within the zone.

ZOPHAR'S KEEP (P. 265-266)

WIND SEED



ATTACK	23
ATTACKS	1
DEFENSE	180
AGILITY	25
SPEED	119/E
WISDOM	90
MAGIC END	140
RANGE	40
LUCK	10
HIT POINTS	320
EXP POINTS	777
SILVER	0
ITEM (DROP %): NONE	
WEAKNESSES:	
EARTH, FIRE	
RESISTANCES: CHARM,	
DEATH, PARALYSIS, POISON,	
SEAL, SLEEP, WIND	

When the Wind Seed is in its normal state, it will attack (and possibly mute) a character. When the Wind Seed has a green glow around it, it's preparing to cast wind magic on a character. This attack also affects other characters within the zone.

ZOPHAR'S KEEP (P. 265-266)

BLOOD WYBURN



ATTACK	200
ATTACKS	1
DEFENSE	200
AGILITY	50
SPEED	150/E
WISDOM	100
MAGIC END	100
RANGE	30
LUCK	5
HIT POINTS	440
EXP POINTS	731
SILVER	221
ITEM (DROP %): NONE	
WEAKNESSES:	
NONE	
RESISTANCES: CHARM,	
DEATH, PARALYSIS, POISON,	
SEAL, SLEEP, WIND	

When the BW's wings are motionless, it will attack one of the characters with its claws. When the BW is flapping its wings, it will shoot magic (onion?) rings from its mouth at one of the characters.

DRAGON'S NEST (P. 302-305)

DOPPLEGANGER



ATTACK	220
ATTACKS	2
DEFENSE	200
AGILITY	30
SPEED	85/S
WISDOM	110
MAGIC END	110
RANGE	30
LUCK	5
HIT POINTS	1000
EXP POINTS	1800
SILVER	0
ITEM (DROP %):	
NONE	
WEAKNESSES: NONE	
RESISTANCES: CHARM,	
DEATH, PARALYSIS,	
POISON, SEAL, SLEEP	

The Doppelganger will mutate into one of the characters that are in Hiro's party. The Doppelganger (now listed as Death Doll) will now use the same attacks available to the character it clones, and it will even have access to the cloned character's magic spells.

DRAGON'S NEST (P. 302-305)

HARPY



ATTACK	250
ATTACKS	2
DEFENSE	190
AGILITY	50
SPEED	78/F
WISDOM	100
MAGIC END	120
RANGE	35
LUCK	5
HIT POINTS	500
EXP POINTS	842
SILVER	311
ITEM (DROP %):	
NONE	
WEAKNESSES:	
NONE	
RESISTANCES:	
ALL MAGIC TYPES!	

When the Harpy isn't flapping her wings, she's preparing to attack one of the characters. When the Harpy's wings are flapping, she's going to use charm magic on one of the characters.

DRAGON'S NEST (P. 302-305)

CANNONFOOT



When the Cannonfoot is standing, it will attack one of the characters with its tentacles. When the Cannonfoot is hunched over, and its (ahem) orifice is glowing with a blue light, it will unleash an energy blast that affects any character standing too close.

ATTACK	190
ATTACKS	1
DEFENSE	220
AGILITY	50
SPEED	160/S
WISDOM	110
MAGIC END	120
RANGE	30
LUCK	5
HIT POINTS	250
EXP POINTS	930
SILVER	241
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

DRAGON RUINS (P. 284-287)

SHELLSHREDDER



When the Shellshredder is opened up, it will move and attack a character with its legs. When the Shellshredder is spinning around, it's going to do a spinning attack that will affect all of the characters.

ATTACK	250
ATTACKS	1
DEFENSE	320
AGILITY	50
SPEED	104/E
WISDOM	110
MAGIC END	120
RANGE	30
LUCK	5
HIT POINTS	240
EXP POINTS	1070
SILVER	500
ITEM (DROP %):	NONE
WEAKNESSES:	EARTH, FIRE, THUNDER, WATER, WIND
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

DRAGON RUINS (P. 284-287)

BLACK BRAIN



When the BB's mouths are moving, it will move to attack one character. When the BB's mouths and eyes are glowing red, it's going to do a flash attack which may mute some of the characters.

ATTACK	260
ATTACKS	1
DEFENSE	220
AGILITY	50
SPEED	68/E
WISDOM	90
MAGIC END	120
RANGE	30
LUCK	10
HIT POINTS	500
EXP POINTS	1270
SILVER	427
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

WATER RUINS (P. 284-287)

GOLIATH



When Goliath has his arms bent, he's going to pummel one of the characters. When Goliath's arms are resting at his side, and his horns are glowing, he will shoot lightning at one of the characters. This attack affects other characters within the zone.

ATTACK	160
ATTACKS	2
DEFENSE	220
AGILITY	50
SPEED	65/S
WISDOM	110
MAGIC END	120
RANGE	30
LUCK	5
HIT POINTS	700
EXP POINTS	2200
SILVER	500
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	DEATH, EARTH, FIRE, THUNDER, WATER, WIND

DRAGON RUINS (P. 284-287)

SHOCK SPHERE



When the SS is in its normal state, it will release a flash attack that affects the entire party. When the SS has electricity moving across its body, it will release an electrical blast that causes damage to one of the characters.

ATTACK	240
ATTACKS	1
DEFENSE	220
AGILITY	50
SPEED	75/S
WISDOM	110
MAGIC END	200
RANGE	30
LUCK	1
HIT POINTS	250
EXP POINTS	930
SILVER	221
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

DRAGON RUINS (P. 284-287)

DARK DOLL



When the DD is standing normally, it will do an electric attack on a character. When the DD is holding fire in its hand, it will throw it across the field at one of the characters. (Thanks, but why don't you keep it?)

ATTACK	290
ATTACKS	1
DEFENSE	120
AGILITY	50
SPEED	89/F
WISDOM	110
MAGIC END	120
RANGE	30
LUCK	5
HIT POINTS	500
EXP POINTS	930
SILVER	262
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

WATER RUINS (P. 284-287)

DIGESTER



ATTACK	200
ATTACKS	2
DEFENSE	220
AGILITY	50
SPEED	168/S
WISDOM	110
MAGIC END	120
RANGE	30
LUCK	5
HIT POINTS	333
EXP POINTS	930
SILVER	541
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

When the Digester is floating, it will move to bite one of the characters. When the Digester's web is moving fast, it's going to steal HP from one of the characters.

WATER RUINS (P. 288-290)

HEAT FANG



ATTACK	196
ATTACKS	2
DEFENSE	180
AGILITY	50
SPEED	60/F
WISDOM	110
MAGIC END	130
RANGE	35
LUCK	5
HIT POINTS	1000
EXP POINTS	1400
SILVER	1055
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	NONE

When the Fang is standing, it's preparing to hit one of the characters with its chin. When the Fang is spinning around, it's going to do a spinning attack, much like a psychotic saw blade, on all of the characters.

BRAVE LABYRINTH (P. 309-311)

LIVING SWORD



ATTACK	210
ATTACKS	2
DEFENSE	230
AGILITY	62
SPEED	89/S
WISDOM	110
MAGIC END	150
RANGE	35
LUCK	5
HIT POINTS	900
EXP POINTS	1280
SILVER	872
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

When the Sword is moving up and down, it will strike a character twice. When the Sword has a purple flame around it, it's going to fly across the screen and attack any character close to it.

BRAVE LABYRINTH (P. 309-311)

GORGONKA



ATTACK	230
ATTACKS	1
DEFENSE	280
AGILITY	50
SPEED	120/H
WISDOM	110
MAGIC END	120
RANGE	30
LUCK	1
HIT POINTS	800
EXP POINTS	2400
SILVER	600
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

When the Gorgonka is standing still, it will attack a character with its tentacles, which may cause the target to be poisoned. When the Gorgonka's mouth is moving, it's going to vomit on one of the characters, which may cause paralysis (and utter disgust).

WATER RUINS (P. 288-290)

LADY CHARME



ATTACK	150
ATTACKS	1
DEFENSE	200
AGILITY	60
SPEED	110/F
WISDOM	90
MAGIC END	200
RANGE	35
LUCK	5
HIT POINTS	1500
EXP POINTS	1700
SILVER	2000
ITEM (DROP %):	NONE
WEAKNESSES:	FIRE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP, THUNDER

When the Lady's wings are open, she will throw a fireball at one of the characters. What a hotty. When the Lady's wings are close to her body, she will use charm magic on all of the characters, which may cause them to become (duh) charmed.

BRAVE LABYRINTH (P. 309-311)

WICKED WOOD



ATTACK	182
ATTACKS	1
DEFENSE	400
AGILITY	50
SPEED	136/E
WISDOM	99
MAGIC END	124
RANGE	30
LUCK	5
HIT POINTS	300
EXP POINTS	864
SILVER	364
ITEM (DROP %):	STAR LIGHT (1%)
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, SEAL, SLEEP

When both sections of Wood are spinning, it will smack a character. When the top section is moving back and forth, the Wood is going to block any incoming attacks. (After blocking an attack, the Wood counters with the same number of attacks used against it.)

BRAVE LABYRINTH (P. 309-311)

AXEMAN



When the Axeman has both of his hands on the axe, it will try to split a character in two. When the Axeman is holding its axe in its right hand, and its left arm is outstretched, it will spin its axe around and hit any character within striking distance.

ATTACK	270
ATTACKS	1
DEFENSE	220
AGILITY	50
SPEED	90/E
WISDOM	100
MAGIC END	1
RANGE	30
LUCK	5
HIT POINTS	680
EXP POINTS	832
SILVER	514
ITEM (DROP %):	NONE
WEAKNESSES:	THUNDER
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

LOST LABYRINTH (P. 306-308)

JACK ATTACK



When the JA is rocking back and forth, it's going to spin its head around (exposing a mouthful of sharp teeth) and bite one of the characters. When the JA's box is opening and closing, it will unleash a lightning attack that affects all of the characters.

ATTACK	220
ATTACKS	1
DEFENSE	180
AGILITY	60
SPEED	80/S
WISDOM	150
MAGIC END	150
RANGE	35
LUCK	5
HIT POINTS	823
EXP POINTS	1420
SILVER	3277
ITEM (DROP %):	NONE
WEAKNESSES:	FIRE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

LOST LABYRINTH (P. 306-308)

DARK EYE



When the DE is in its normal state, it uses a flash attack that affects the entire party (and might paralyze a few characters). When the DE has electricity moving across its body, it releases a deadly electrical blast that causes severe damage to one character.

ATTACK	1000
ATTACKS	1
DEFENSE	1200
AGILITY	1000
SPEED	1/S
WISDOM	100
MAGIC END	2000
RANGE	99
LUCK	5
HIT POINTS	999
EXP POINTS	22222
SILVER	893
ITEM (DROP %):	LEGENDARY LID (1%)
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SLEEP

LIONHEAD (P. 298-301)

GRAMWALKER



When the Gramwalker's eyes are not glowing, it will attack a character by striking with its spinning body. When the Gramwalker's eyes are glowing blue, it will unleash a wave of magic that will affect any character near the blast.

ATTACK	180
ATTACKS	2
DEFENSE	220
AGILITY	50
SPEED	90/S
WISDOM	100
MAGIC END	1
RANGE	35
LUCK	5
HIT POINTS	950
EXP POINTS	932
SILVER	732
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

LOST LABYRINTH (P. 306-308)

SABLE SLIME



When the SS is just floating, it's going to attack one of the characters. When the SS's eyes are closed, and it's shaking back and forth, it will shoot a slime ball at one of the characters, enveloping him and rendering him useless for several rounds.

ATTACK	250
ATTACKS	1
DEFENSE	80
AGILITY	90
SPEED	75/S
WISDOM	150
MAGIC END	200
RANGE	30
LUCK	5
HIT POINTS	1500
EXP POINTS	2092
SILVER	0
ITEM (DROP %):	STAR LIGHT (1%)
WEAKNESSES:	FIRE, THUNDER
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP, WATER

LOST LABYRINTH (P. 306-308)

MUMMY LORD



If this creature of the undead is standing still, it'll punch a character twice; if it's hopping up and down, it'll unleash a spinning attack that does decent damage to any nearby character (so try to stay away from it!).

ATTACK	230
ATTACKS	2
DEFENSE	230
AGILITY	50
SPEED	82/S
WISDOM	110
MAGIC END	120
RANGE	35
LUCK	5
HIT POINTS	1500
EXP POINTS	1500
SILVER	647
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	ALL MAGIC TYPES!

LIONHEAD (P. 298-301)

MUTANT TURTLE



ATTACK	260
ATTACKS	1
DEFENSE	500
AGILITY	30
SPEED	66/S
WISDOM	110
MAGIC END	110
RANGE	35
LUCK	5
HIT POINTS	800
EXP POINTS	974
SILVER	437
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP, THUNDER

When the Turtle is in its normal state, it will simply attack one of the characters with a big bite. When the Turtle has electricity surrounding its body, it's going to electrocute any characters that are too close to it.

LIONHEAD (P. 298-301)

BOMB ANGEL



ATTACK	230
ATTACKS	1
DEFENSE	240
AGILITY	50
SPEED	75/S
WISDOM	90
MAGIC END	120
RANGE	35
LUCK	10
HIT POINTS	666
EXP POINTS	3000
SILVER	0
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

When the Angel is in its normal state, it will attack a character with its cannon. When the BA's cannon is glowing, it's preparing to shoot a magical ball that may mute any character caught too close to the blast.

STAR DRAGON TOWER (P. 291-294)

MASTER MIRROR



ATTACK	230
ATTACKS	2
DEFENSE	230
AGILITY	50
SPEED	200/S
WISDOM	110
MAGIC END	20
RANGE	30
LUCK	10
HIT POINTS	300
EXP POINTS	1200
SILVER	0
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	ALL MAGIC TYPES!

When the Mirror is rotating on its horizontal axis, it's going to give a character a spinning slap. When the Mirror is red, and it's spinning on its vertical axis, it's going to nail a character with an energy sphere.

STAR DRAGON TOWER (P. 291-294)

WORKING STIFF



ATTACK	170
ATTACKS	2
DEFENSE	220
AGILITY	50
SPEED	82/S
WISDOM	110
MAGIC END	120
RANGE	35
LUCK	5
HIT POINTS	800
EXP POINTS	751
SILVER	0
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	ALL MAGIC TYPES!

The Stiff has only one attack; however, the attack usually causes a character to become mute. Working Stiffs always fight with a Mummy Lord as their leader; kill the Lord and the Stiffies go bye-bye.

LIONHEAD (P. 298-301)

BRONZE CREEP



ATTACK	200
ATTACKS	2
DEFENSE	280
AGILITY	50
SPEED	95/S
WISDOM	70
MAGIC END	120
RANGE	50
LUCK	10
HIT POINTS	700
EXP POINTS	1500
SILVER	0
ITEM (DROP %):	NONE
WEAKNESSES:	NONE
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

When the Creep's mouth is moving up and down, it will shoot a magic ball at a character, which may cause paralysis. When the Creep's mouth is closed, it will hit a character with its lower half.

STAR DRAGON TOWER (P. 291-294)

STEEL SOLDIER



ATTACK	260
ATTACKS	1
DEFENSE	240
AGILITY	50
SPEED	100/S
WISDOM	110
MAGIC END	120
RANGE	30
LUCK	10
HIT POINTS	555
EXP POINTS	1600
SILVER	0
ITEM (DROP %):	NONE
WEAKNESSES:	EARTH, FLAME, THUNDER, WATER, WIND
RESISTANCES:	CHARM, DEATH, PARALYSIS, POISON, SEAL, SLEEP

When the SS's sword is pointed down, he's going to drive it right into the character's skull. When the SS has his sword raised in the air, he's going to give a character a good, hard hit.

STAR DRAGON TOWER (P. 291-294)

GUARDIAN



ATTACK	52
ATTACKS	1
DEFENSE	45
AGILITY	40
SPEED	19
WISDOM	20
MAGIC END	20
RANGE	30
LUCK	1
HIT POINTS	550
EXP POINTS	121
SILVER	100

BLUE LABYRINTH (P. 114)

MAGIC TESTER LX1



ATTACK	90
ATTACKS	1
DEFENSE	90
AGILITY	30
SPEED	36
WISDOM	30
MAGIC END	5
RANGE	50
LUCK	10
HIT POINTS	2700
EXP POINTS	1080
SILVER	0

GHOST MANOR (P. 140)

ASSASSINS



ATTACK	75
ATTACKS	2
DEFENSE	113
AGILITY	45
SPEED	67
WISDOM	80
MAGIC END	88
RANGE	30
LUCK	1
HIT POINTS	550
EXP POINTS	1280
SILVER	600

MERIBIAN SEWERS (P. 169)

GHALEON



ATTACK	N/A
ATTACKS	N/A
DEFENSE	N/A
AGILITY	N/A
SPEED	N/A
WISDOM	N/A
MAGIC END	N/A
RANGE	N/A
LUCK	N/A
HIT POINTS	N/A
EXP POINTS	N/A
SILVER	N/A

PENTAGULIA SHRINE (P. 190)

PLANTELLA



ATTACK	15
ATTACKS	1
DEFENSE	75
AGILITY	30
SPEED	52
WISDOM	20
MAGIC END	35
RANGE	0
LUCK	1
HIT POINTS	1800
EXP POINTS	420
SILVER	0

PLANTELLA'S LAIR (P. 135)

MISSING LINK



ATTACK	60-135
ATTACKS	1
DEFENSE	65
AGILITY	40-55
SPEED	5-70
WISDOM	40
MAGIC END	35-65
RANGE	50
LUCK	5
HIT POINTS	2700
EXP POINTS	2600
SILVER	0

ZULAN MOUNTAIN (P. 160)

FLAME FANG



ATTACK	70-115
ATTACKS	1
DEFENSE	80
AGILITY	25
SPEED	50-62
WISDOM	90
MAGIC END	80
RANGE	40
LUCK	5
HIT POINTS	5000
EXP POINTS	8000
SILVER	0

GODDESS IMAGE (P. 181)

LORD LEO



ATTACK	60-200
ATTACKS	2
DEFENSE	200
AGILITY	50
SPEED	30
WISDOM	25
MAGIC END	60
RANGE	18
LUCK	10
HIT POINTS	750
EXP POINTS	5000
SILVER	0

DESTINY (P. 198)

WHITE FIEND



ATTACK	100
ATTACKS	1
DEFENSE	100
AGILITY	100
SPEED	43-82
WISDOM	40-99
MAGIC END	80-99
RANGE	0
LUCK	10
HIT POINTS	4500
EXP POINTS	11000
SILVER	0

WHITE DRAGON'S CAVE (P. 200)

BLUE FIEND



ATTACK	120
ATTACKS	1-2
DEFENSE	120
AGILITY	100
SPEED	46-91
WISDOM	80-110
MAGIC END	40
RANGE	0-16
LUCK	10-30
HIT POINTS	5000
EXP POINTS	16500
SILVER	0

BLUE DRAGON'S CAVE (P. 208)

BLACK FIEND



ATTACK	50-150
ATTACKS	1
DEFENSE	450
AGILITY	50
SPEED	62-116
WISDOM	50-140
MAGIC END	0
RANGE	0
LUCK	1-10
HIT POINTS	5000
EXP POINTS	24200
SILVER	0

BLACK DRAGON'S CAVE (P. 222)

RED FIEND



ATTACK	200
ATTACKS	1
DEFENSE	100
AGILITY	50
SPEED	50-150
WISDOM	15-125
MAGIC END	0
RANGE	0
LUCK	30
HIT POINTS	11000
EXP POINTS	36300
SILVER	0

RED DRAGON'S CAVE (P. 235)

MASTER LUNN



ATTACK	100-130
ATTACKS	1
DEFENSE	130
AGILITY	15-20
SPEED	60
WISDOM	90
MAGIC END	100
RANGE	0
LUCK	5
HIT POINTS	2100
EXP POINTS	8800
SILVER	0

ZEN ZONE (P. 205)

BORGAN



ATTACK	150-200
ATTACKS	1
DEFENSE	180-200
AGILITY	50
SPEED	10-200
WISDOM	70-127
MAGIC END	120
RANGE	0
LUCK	10
HIT POINTS	4200
EXP POINTS	18700
SILVER	0

NEO-MAGIC GUILD (P. 218)

MAURI'S ID



ATTACK	200
ATTACKS	1
DEFENSE	150
AGILITY	50
SPEED	15-104
WISDOM	40
MAGIC END	100
RANGE	99
LUCK	10
HIT POINTS	2000-3300
EXP POINTS	29430
SILVER	437

SERAK PALACE (P. 231)

FAKE ALTHENA



ATTACK	20-220
ATTACKS	1
DEFENSE	10
AGILITY	50
SPEED	50-200
WISDOM	150
MAGIC END	10
RANGE	50
LUCK	99
HIT POINTS	10000
EXP POINTS	40000
SILVER	0

GODDESS TOWER (P. 245)

GHAEON



ATTACK	300
ATTACKS	1
DEFENSE	280
AGILITY	100
SPEED	30-100
WISDOM	120
MAGIC END	120
RANGE	99
LUCK	10
HIT POINTS	7000
EXP POINTS	50000
SILVER	0

VANE MAGIC GUILD (P. 258)

ZOPHAR (2ND FORM)



ATTACK	40-200
ATTACKS	1-2
DEFENSE	250-280
AGILITY	100
SPEED	10-996
WISDOM	100-2000
MAGIC END	90-150
RANGE	50
LUCK	10
HIT POINTS	6000-17000
EXP POINTS	0
SILVER	0

ZOPHAR'S KEEP (P. 268-269)

ZOPHAR (4TH FORM)



ATTACK	220
ATTACKS	1
DEFENSE	260
AGILITY	50
SPEED	78
WISDOM	130
MAGIC END	90
RANGE	50
LUCK	10
HIT POINTS	2000
EXP POINTS	0
SILVER	0

ZOPHAR'S KEEP (P. 268-269)

WATER GUARDIAN



ATTACK	40-250
ATTACKS	1
DEFENSE	240
AGILITY	50
SPEED	30
WISDOM	110
MAGIC END	110
RANGE	50
LUCK	10
HIT POINTS	20000
EXP POINTS	60000
SILVER	0

WATER RUINS (P. 290)

ZOPHAR (1ST FORM)



ATTACK	250
ATTACKS	2
DEFENSE	300
AGILITY	100
SPEED	10-76
WISDOM	110
MAGIC END	130
RANGE	50
LUCK	10
HIT POINTS	1600
EXP POINTS	0
SILVER	0

ZOPHAR'S KEEP (P. 268-269)

ZOPHAR (3RD FORM)



ATTACK	40-200
ATTACKS	1-2
DEFENSE	250-280
AGILITY	100
SPEED	10-130
WISDOM	100-2000
MAGIC END	90-150
RANGE	50
LUCK	10
HIT POINTS	6000-17000
EXP POINTS	0
SILVER	0

ZOPHAR'S KEEP (P. 268-269)

PHANTOM SENTRY



ATTACK	200
ATTACKS	1
DEFENSE	300
AGILITY	50
SPEED	30
WISDOM	110
MAGIC END	110
RANGE	50
LUCK	10
HIT POINTS	20000
EXP POINTS	55000
SILVER	0

DRAGON RUINS (P. 287)

HERO'S TALISMAN



ATTACK	200
ATTACKS	2
DEFENSE	200
AGILITY	100
SPEED	90
WISDOM	150
MAGIC END	150
RANGE	55
LUCK	5
HIT POINTS	3000
EXP POINTS	0
SILVER	0

BRAVE LABYRINTH (P. 311)

SWORD ARM



ATTACK	200
ATTACKS	2
DEFENSE	200
AGILITY	200
SPEED	90
WISDOM	150
MAGIC END	150
RANGE	35
LUCK	5
HIT POINTS	3000
EXP POINTS	0
SILVER	0

BRAVE LABYRINTH (P. 311)

KNIGHT GUARDIAN



ATTACK	230
ATTACKS	2
DEFENSE	300
AGILITY	100
SPEED	85
WISDOM	100
MAGIC END	100
RANGE	40
LUCK	10
HIT POINTS	7000
EXP POINTS	17000
SILVER	0

LOST LABYRINTH (P. 308)

ANGEL GUARDIAN



ATTACK	250
ATTACKS	1
DEFENSE	200
AGILITY	100
SPEED	91
WISDOM	100
MAGIC END	300
RANGE	400
LUCK	10
HIT POINTS	7000
EXP POINTS	17000
SILVER	0

LOST LABYRINTH (P. 308)

STAR DRAGON



ATTACK	250
ATTACKS	1
DEFENSE	250
AGILITY	50
SPEED	30
WISDOM	100
MAGIC END	100
RANGE	50
LUCK	10
HIT POINTS	10000
EXP POINTS	0
SILVER	0

STAR DRAGON TOWER (P. 293)

FIST ARM



ATTACK	130
ATTACKS	1
DEFENSE	140
AGILITY	130
SPEED	130
WISDOM	130
MAGIC END	200
RANGE	40
LUCK	5
HIT POINTS	3000
EXP POINTS	0
SILVER	0

BRAVE LABYRINTH (P. 311)

MAGE GUARDIAN



ATTACK	130
ATTACKS	1
DEFENSE	100
AGILITY	130
SPEED	60
WISDOM	100
MAGIC END	400
RANGE	40
LUCK	10
HIT POINTS	7000
EXP POINTS	17000
SILVER	0

LOST LABYRINTH (P. 308)

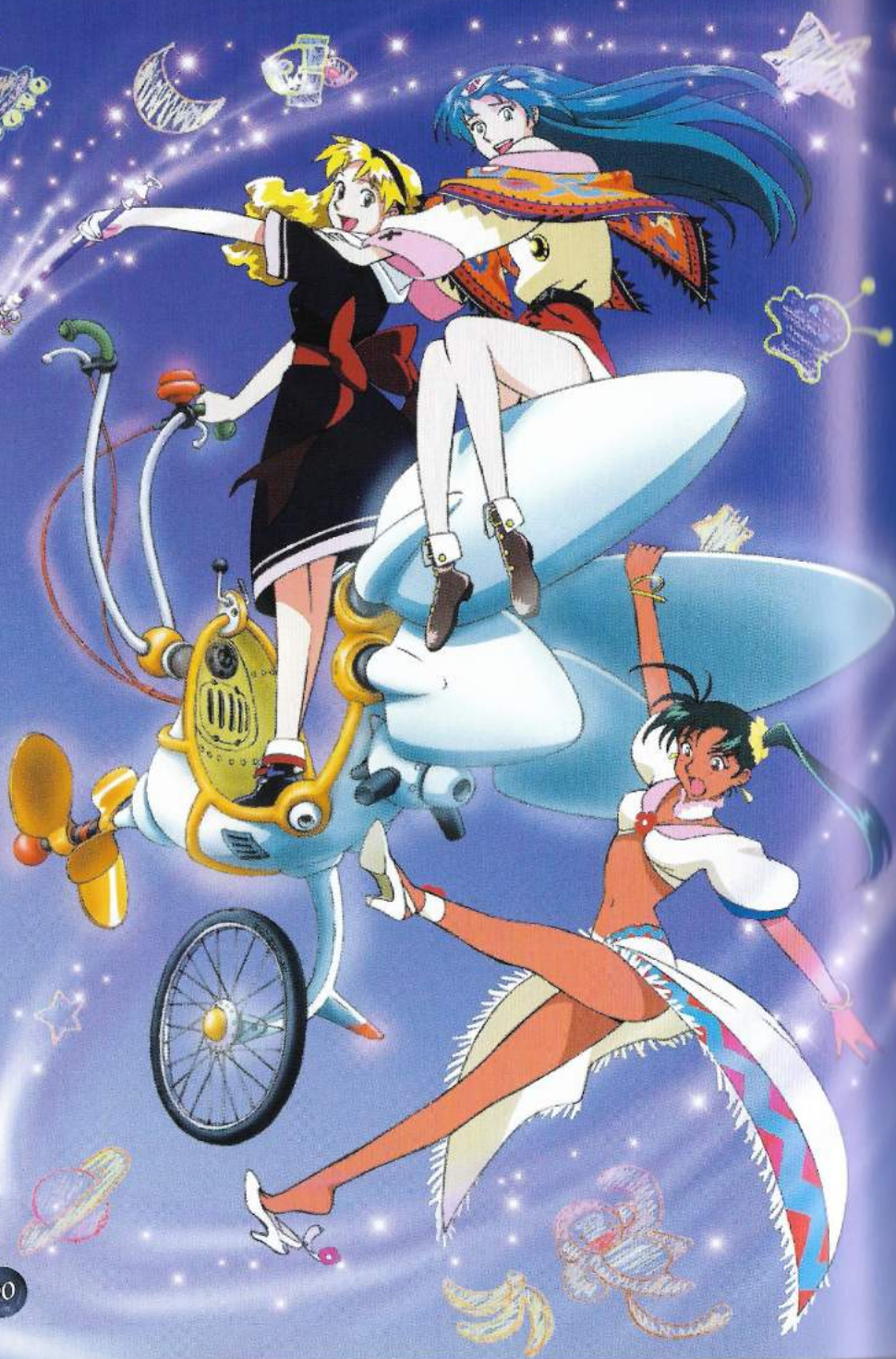
DEVIL EYE



ATTACK	40-300
ATTACKS	1
DEFENSE	450
AGILITY	50
SPEED	65-135
WISDOM	70
MAGIC END	150
RANGE	12-99
LUCK	10
HIT POINTS	12000
EXP POINTS	55000
SILVER	0

LIONHEAD (P. 301)





LUNAR²

ETERNAL BLUE

COMPLETE

You are about to immerse yourself in a detailed walkthrough of *LUNAR 2: Eternal Blue COMPLETE*—a walkthrough filled with hundreds of detailed maps (ripped straight out of the program code), hundreds of screenshots (complete with “humorous” captions), and more information about a role-playing game than should be allowed by law. You’ll also be shown where and how to collect all of the game’s secret (and saucy) bromides, along with a few mega-secrets (to use Lemina-speak) that are guaranteed to amaze and astound you.

We received plenty of feedback from readers of the *LUNAR: Silver Star Story COMPLETE Official Strategy Guide*, and we’ve made several changes as a direct result of your criticisms. The screenshots are bigger, so you can better appreciate (and roll your eyes at) the captions. The monster statistics have been explained in considerably more detail. The treasure chests are indicated with big honkin’ blue boxes instead of tiny yellow text. We also made many subtle (and unsubtle) design changes which were enabled by Adobe® InDesign™, our bitchin’ new desktop-publishing program.

We’re using the rest of this page to beg something of you—the same thing we begged of you in the *LUNAR: SSSC Official Strategy Guide*, not coincidentally. Talk to everyone you can find as you enter each new location, and keep revisiting earlier towns and locations as you progress through the game to speak with the citizens again. The vast majority of the text in *LUNAR 2* is conversation that occurs *after* you meet someone for the first time. What a shame it would be for you to miss all that florid prose, all that additional background information, and all those dumb jokes because you’re in a hurry to finish. We weep when we see people on our message board (located at <http://www.workingdesigns.com>, of course) bragging about their speedy completion times: “You guys suck, ‘cause I found all the bromides and beat the whole game in 36 hours, 29 minutes, and 14.891 seconds!” *LUNAR 2* is a world to be explored, not a race to a nonexistent finish line. Slow down, dude or dudette.

Enjoy the walkthrough, and enjoy the game!

ANIMECHECK

LUCIA'S AWAKENING



EXT. DEEP SPACE

FADE IN on a twinkling tapestry of stars, with a massive planet in the center of our field of view. This beautiful world is the BLUE STAR. A smaller green sphere slowly moves from right to left in front of the Blue Star. This moon is known as LUNAR. A solemn NARRATOR begins to speak as Lunar continues on its languorous orbit through the void:

Hanging silently in space, the world in the shadow of the Blue Star was once a lonely, barren place, unfit for habitation.

However, Althema took pity on that world and transformed it into a place of beauty and wonder. She called the new world Lunar.

Time and circumstance conspired to force Althema to populate Lunar with people from the Blue Star...and, just as on the world from which they came, life was held in a delicate balance.

Through times of peace, war, chaos, and battle, the Blue Star loomed large as the only constant in the new world.

Thousands of years passed, burying the origin and purpose of the Blue Star in the sands of time.

Eventually, the inhabitants of Lunar forgot why the Blue Star was there, or how it came to be...

...until a girl awakened that could join the two worlds...or tear them apart forever.

As the narrator FADES OUT, we ZOOM IN on the Blue Star, PENETRATING the atmosphere and soaring downward as a JAGGED LANDSCAPE of snow-covered mountains comes into view. After a few moments, we DISSOLVE TO a lower view of the mountains, still ZOOMING forward. In the distance, a strange object comes into view. We DISSOLVE TO a closer view of the object, which is an enormous TOWER constructed of SHIMMERING BLUE CRYSTALS. This is the TOWER OF ICE.

There is a bright BLUE GLOW in the center of the Tower. We slowly ZOOM IN on the glow, which is emerging from a dark TUNNEL. We continue to ZOOM IN until we ENTER the tunnel. Now we ZOOM FORWARD through the tunnel and a series of STONE ARCHES.

As we approach the end of the tunnel, we see a GREEN GLOW. The glow is coming from a huge CHAMBER. In the center of the chamber is a BLUE CRYSTAL, floating in a narrow SHAFT OF LIGHT and slowly spinning along its length. As we move closer to the crystal, we recognize a HUMAN FORM encased within it.



LUCIA'S AWAKENING (CONT.)

CUT TO a CLOSE-UP of the bottom of the crystal. We PAN UPWARD and discover that the human inside the crystal is a NAKED FEMALE, wearing nothing but a circular PENDANT around her neck. Her long blue hair flows upward, held aloft by a magical breeze. Her eyes are lightly closed, as though she could wake up at any moment.

The girl's name is LUCIA. After pausing on her upper body for a few moments, we CUT TO a CLOSE-UP of her tranquil face. Another moment and we CUT TO a CLOSE-UP of the mysterious pendant, nestled in Lucia's bosom. Another moment and a final CUT TO a slowly ZOOMING CLOSE-UP of Lucia's face.

DISSOLVE TO a sprawling field of green grass. We TILT UPWARD, our POV (point of view) shifting to the sky, with foamy white clouds stretched like gauze across the bright blue heavens. We TILT DOWNWARD, and are now high above the lush landscape. After a moment's pause, there is an EXPLOSION OF LIGHT.

The light fades, leaving behind a GLOWING WHITE ORB, and a PURPLE RING OF ENERGY ripples outward from the orb like the shock wave of a nuclear explosion.

CUT TO an earth-bound POV. The ring of energy ROARS past, bathing the landscape in PURPLE LIGHT and TEARING UP the ground with the unbridled fury of an angry god.

CUT TO a higher view of the earth, as we watch the purple ring SWEEP across the landscape, which FRACTURES and BUCKLES.

CUT TO an earth-bound POV, looking upward through dark clouds at Lunar, which illuminates the black sky with its pale green glow. The implication is obvious: the devastation which was unleashed upon this world could just as easily be unleashed upon Lunar.

DISSOLVE TO Lucia's face. Her eyes SNAP OPEN as she awakens from her dream/nightmare/vision.

CUT TO a shot of the green chamber and the blue crystal. The chamber begins to fill with a WHITE CLOUD OF ENERGY, surrounding the crystal and flooding the chamber with blinding brightness.

CUT TO a shot of the Tower of Ice, which starts to GLOW and PULSE like a heartbeat. Has Lucia somehow activated the magical energy contained within the Tower?

FADE OUT.



ANIMECHECK

THROUGH THE TUNNEL



INT. TOWER OF ICE

FADE IN on a TUNNEL WALL. Engraved in the BLUE STONE are two words:

ETERNAL BLUE

We view a MONTAGE of HIEROGLYPHICS as the OPENING CREDITS are shown. The pictures on the wall show a series of striking images: fierce DRAGONS, warring ARMIES, and a GODDESS whose power ended the conflicts. The final hieroglyph shows the beatific FACE of the goddess.

DISSOLVE TO Lucia's face as she walks through the tunnel, still completely naked and completely unashamed of her nudity.

CUT TO the PENDANT around Lucia's neck, which sways back and forth in time with her stride. The outer ring of the pendant is made of shining GOLD; there is also a GOLD CIRCLE near the top of the pendant, surrounded by a jet-black crescent.

CUT TO Lucia's legs as she strides down the tunnel, her lithe body reflected in the ICE-BLUE floor.

CUT TO a long shot of Lucia in the tunnel. Unlike the stone-walled tunnel in which the hieroglyphics were carved, the walls of this tunnel are made of BLUE CRYSTAL.

CUT TO a new section of the tunnel, with GIANT STATUES lined up along the wall, standing a silent and eternal guard.

CUT TO a closer shot of the HEADS OF THE STATUES, which are adorned with strangely familiar helmets.

CUT TO a rear shot of Lucia. As she reaches the end of the tunnel, the screen is ENGULFED IN WHITE LIGHT.

FADE OUT.



EXT. TOWER OF ICE

FADE IN on the Tower of Ice, which is being pummeled by a RAGING SNOW-STORM.

CUT TO a view high above the Tower, with thick clouds above and frigid mountains below. Our POV slowly slides straight down until LUCIA appears, her bare back turned to us as she gazes out at the wintry wastelands.

CUT TO Lucia's face as she stares blankly. After a few moments, she turns her head.

CUT TO Lucia's POV as she surveys the endless expanse of snowy peaks and whipping winds.

CUT TO Lucia's face.

LUCIA (puzzled)

This is not the time for my awakening.

Lucia turns away from the bitter breeze, squinting her eyes as if in pain, and folds her arms across her chest to ward off the cold. After a few moments, she gazes up into the sky.

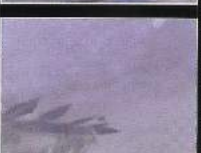
CUT TO Lucia's POV as she stares at LUNAR, suspended in the sky; CUT TO Lucia, still looking upward; CUT TO a closer view of Lunar; CUT TO a CLOSE-UP of Lucia, who now wears a look of what could be determination or anger.

LUCIA

Oh, no! Lunar!

CUT TO a long shot of Lucia, standing on one of the Tower's icy ledges, and ZOOM OUT rapidly, pulling away from the Tower until Lucia dwindles to a pinpoint and disappears in the distance.

FADE OUT.





EXT. MILES ABOVE THE DRAGON RUINS
FADE IN on the BLUE STAR, hanging high in the deep blue sky. As the music SWELLS, we PAN DOWNWARD through a thick layer of WHITE CLOUDS until the DRAGON RUINS come into view. The Ruins stand at the foot of a small group of mountains far below. We ZOOM INTO the Ruins and FADE OUT.

INT. DRAGON RUINS

A HUGE BLUE OBJECT fills the frame. The point of a KNIFE strikes at the base of the object four times, shattering some of the surrounding rock on the third and fourth strikes. The wielder of the knife GRUNTS from the effort of each strike.

CUT TO a wide-eyed young man with a GREEN TATTOO beneath his right eye. This is HIRO, a brash young adventurer who lives for danger. He turns away from the blue object and looks at an unseen companion (just off-camera) as he speaks:

HIRO

Ruby, did you say something?

The darkness around Hiro slowly recedes as a FLICKERING LIGHT illuminates him.

CUT TO a lantern, which rises into view. Now, a bizarre sight: a PINK FLYING CAT hovers upside-down below the lantern, grasping the lantern's handle in her teeth. This is RUBY.

RUBY (sarcastic)

Ha! Oh, great! Don't tell me you're hearing voices now!

CUT TO a medium shot of Ruby and Hiro.

HIRO (chipper)

I'm sure I heard something.

Hiro turns back to the blue object and starts hacking away at it again.

HIRO (V.O.)

I should've brought Grandpa's chisel! This is way harder than I thought! UNGH!

CUT TO CLOSE-UP of Ruby.

RUBY

Hurry up and get the Dragon's Eye! The timer's almost run out on the trap!

CUT TO CLOSE-UP of Hiro.

HIRO (barely listening)

Trap?

As Ruby's comment registers, Hiro WHIPS AROUND.

HIRO (shocked)

What trap?!

CUT TO a WIDE SHOT of the DRAGON'S EYE CHAMBER. As the trap goes off, a CIRCLE OF FLAMES erupts around Hiro, who screams and SCRAMBLES up the rope he's dangling from. (It's now become obvious that Hiro has been hanging UPSIDE-DOWN during this entire scene.)





HIRO (chafed)
Why didn't you tell me about that earlier?!

RUBY (annoyed)
I did, but you were too wrapped up in getting the Jewel to listen!

HIRO (no longer chafed)
Oh, yeah! The Jewel! Hold on, I've almost got it!

Hiro carefully climbs back down the rope and hacks away at the Dragon's Eye.

RUBY
Hurry, Hiro!

With a mighty effort, Hiro frees the Dragon's Eye (also known as the Right Sapphire Jewel).

HIRO
Umgh! There! I got it!

Hiro hasn't had the Jewel in his greedy hands for two seconds when the chamber starts violently SHAKING.

RUBY (scared)
Wh--what's that rumbling?

HIRO (panicked)
Oh, no! The exit's closing! Hurry!

Hiro scampers up the rope and OUT OF FRAME--but he isn't quite fast enough. The rope SNAPS.

RUBY (V.O.)
Ahhhh! The rope broke!

Hiro SCREAMS as he PLUNGES toward the ground. Ruby DIVE-BOMBS after Hiro, crying out his name as we FADE OUT.

FADE IN on the BOTTOM OF THE CHAMBER. Hiro's motionless BODY lies in a heap as Ruby HOVERS above him.

RUBY (crying softly)
Oh, Hiro! Don't die on me! You just can't die!

After a few moments, Hiro GROANS, and then somehow finds the strength to STAGGER to his feet.

HIRO (obviously not okay)
Ah...ahhh...I...I'm okay, Ruby. It's just a few...bruises.

RUBY (concerned)
Okay, that's it! No more exploring for us. I can't do this anymore, Hiro. We always end up getting in some sort of tro--

HIRO (rudely)
Shhh! Ruby, listen!

RUBY (annoyed)
What?!

As Hiro and Ruby turn to face the door, two INFERNO GHOULS--monstrous floating fireballs with bad attitudes--emerge from it. Our heroes, realizing they're in a spot of trouble, scream like little girls.



ANIMECHECK

RUIN RAIDERS (CONT.)



HIRO (yelling)
C'mon, Ruby, let's get outta here!

Hiro and Ruby begin a MAD DASH through the Dragon Ruins, searching desperately for the exit while being pursued by an ever-larger group of Inferno Ghouls. As they run, Hiro speaks:

HIRO (V.O.)
Well, looks like you've caught us in another messy situation. Oh, by the way...if you haven't figured it out, my name is Hiro, and the flying cat is named Ruby. She SAYS she's actually a baby Red Dragon, but I don't know if I quite believe her. She doesn't care, though. We've been friends for what seems like forever!

My grandfather Gwyn is an archaeologist who taught us how to explore ancient ruins like this. Well, not exactly like THIS. Heh, heh. Grandpa'd have a coronary if he saw me in this kind of danger. But...you get the idea. I think it's so cool that these dungeons and ruins that time forgot can be found and explored by someone like me!

The world I live in today is the result of things that happened long ago. Someday, I'll gather enough information from ruins like these to prove that.

As Hiro and Ruby reach the exit of the Ruins, a HUGE BOULDER rolls directly at them. Ruby screams as she and Hiro tumble outside. The screen floods with WHITE LIGHT, and then we...

FADE OUT.



RETROCHECK

KICKIN' IT OLD-SCHOOL

LUNAR 2: Eternal Blue COMPLETE is, as all y'all may be aware, a PlayStation® update of **LUNAR: Eternal Blue**, which Working Designs released for the SEGA CD videogame system back in 1995 (when the author of this guide had a huge mane of hair that made him look like the world's wimpiest pro wrestler). What you might not realize is how much the game was changed during the conversion process: the graphics, sound, music, gameplay, and storyline have all been enhanced, streamlined, or otherwise modified. Throughout this book, we'll use Retrochecks to point out the most dramatic differences between the old-school

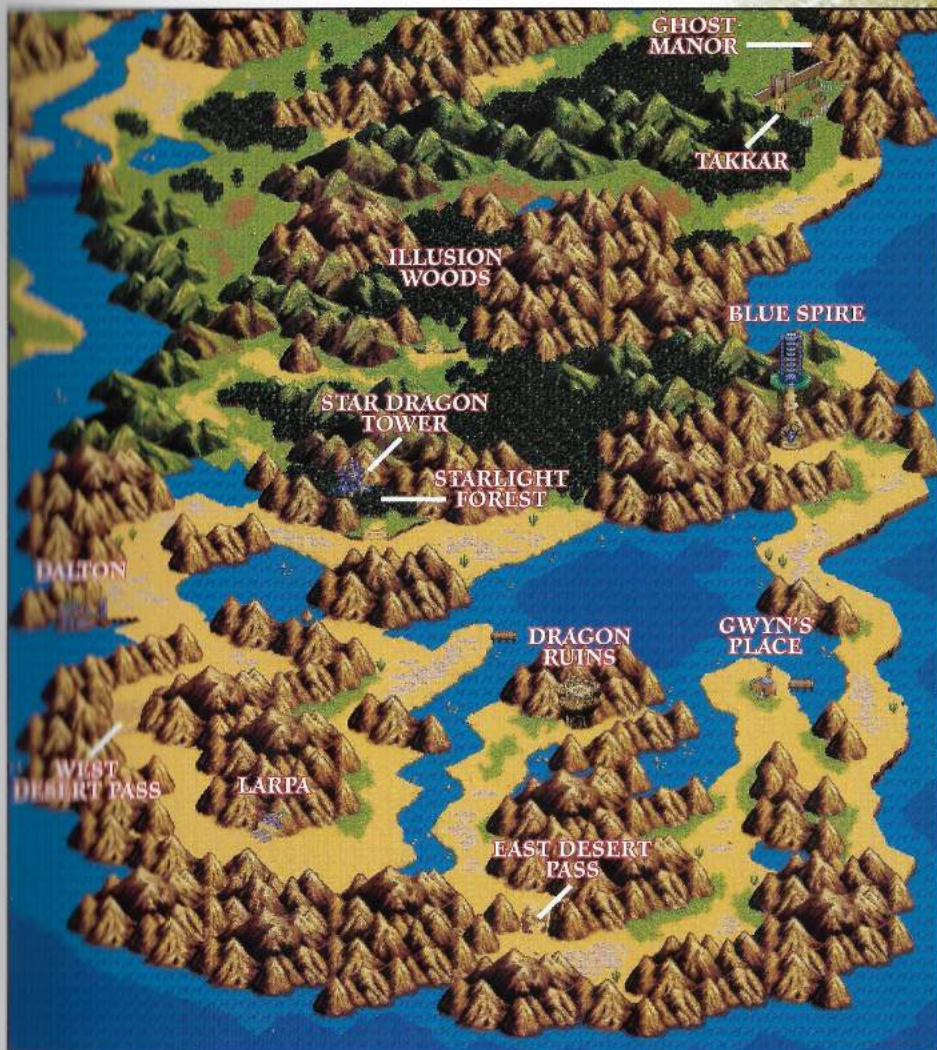
▲ In the SEGA CD **L2:EB**, two skeletal hands clasp Lunar and squeeze the sphere until it pops like a bloody zit.

and new-school versions of **LUNAR 2**. For example, the screenshots above and to the right are from the SEGA CD "Lucia's Awakening" animation, which has two scenes you ain't be seein' on the PlayStation®, yo. (The effect of Lucia leaving the crystal is used in another of the PlayStation® version's animations, but the planet-squashing sequence has been dropped entirely; the revised animation makes the same point without the use of graphic imagery.)



▲ The SEGA CD version shows Lucia emerge from the crystal with an effect "borrowed" from the movie *Stargate*.

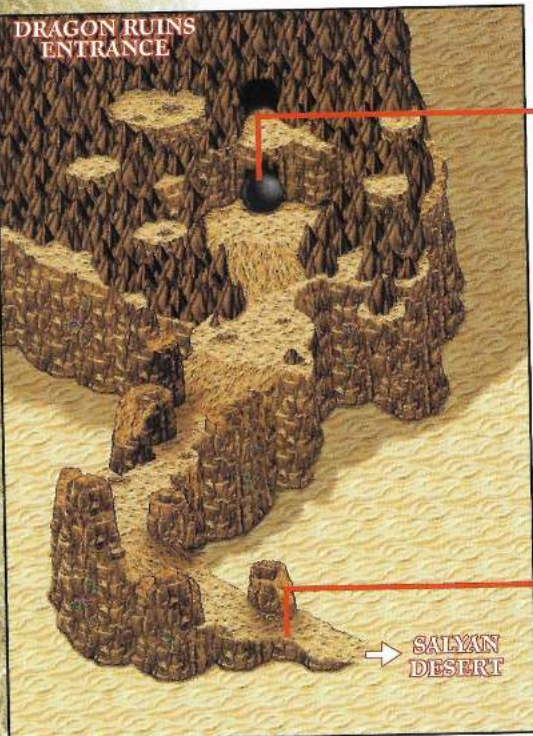
PART 1: SALLYAN DESERT



There's much more to the localization process than simply translating text; numerous graphic files also need to be translated into English. At left is an English version of a "system file" with miscellaneous graphics which are used in the combat and interface menus; at right is the original Japanese version of the file.



DRAGON RUINS ENTRANCE



BOULDER BLOCKAGE

Walk up to the boulder and press **X** to trigger a comment from Ruby about how you were nearly squashed. She also observes that you're not getting back into the Dragon Ruins unless you find another entrance.



MOVE ALONG, PEOPLE!

There's literally nothing to do here other than stare at the big round rock, so enter the Salyan Desert, and continue south until you enter the East Desert Pass.

RETROCHECK

In *LUNAR 2*, as in most RPGs, the player is awarded *experience points* (XP) when he wins a battle. The more XP a player earns, the stronger, smarter, and sexier his characters become. But the SEGA CD version of *L2* also awarded *magic-experience points* that the player could apply to any spell(s) he wanted. In other words, the *player*—not the game—chose which spells to improve. For example, if you wanted to boost Hiro's Boomerang spell to Level 99 while ignoring his other magic, you could (foolishly) do just that. This unusual and somewhat cool feature has been removed from the PlayStation® version of *L2*; now the player only earns normal XP, with new spells automatically added when a character reaches certain levels.

We at Working Designs used the magic XP to add what would become the SEGA CD version's most controversial (and unquestionably its most disliked) feature. Quoting from the SEGA CD instruction manual: "The save feature was modified to add cost to each save. We've wanted to do something like this for a long time, and the experience system...finally gave us the opportunity. We felt...this would make the game more challenging by making you...decide if...a save was worth giving up valuable magic experience." In retrospect, it was much more annoying than challenging. (The PlayStation® version lets you save anywhere at any time, with no cost other than a few seconds of Memory Card access time.)

ARE YOU EXPERIENCED?



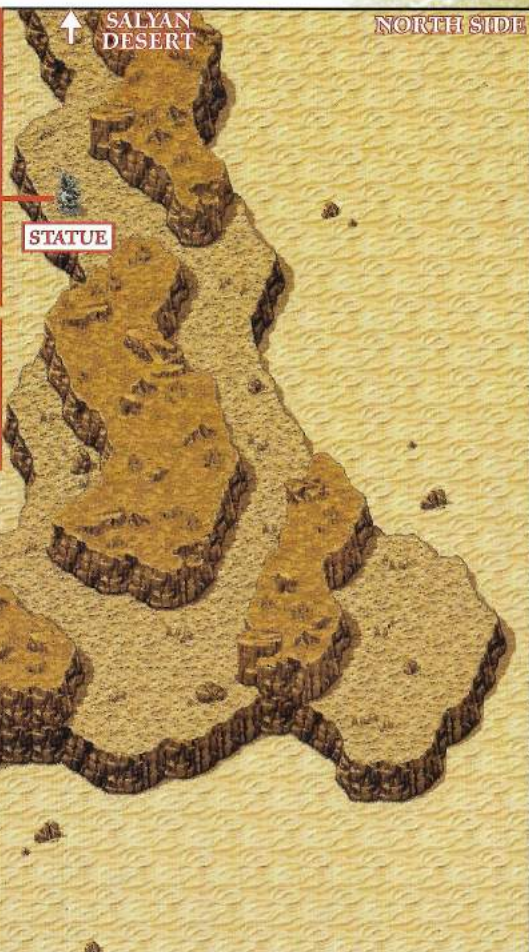
▲ *LUNAR 2* on the SEGA CD allowed you to dole out magic experience points to your favorite spells.

ON YOUR KNEES, BOY!

After your initial scrap with two Dung Beetles and a Sand Cyclops, Ruby suggests that you say a prayer at the statue of the Goddess Althema. Walk up to the statue and press **X** to restore your HP and MP. (You don't *have* to use the statue, since you start the adventure with five Herbs and a Star Light, but you'll quickly use up all of your healing items unless you avoid a few monsters. Better to fight them off and run back to the Statue as needed.)

DESTINY ARRIVES

When you reach this point, the Dragonship *Destiny* crashes onto the screen, and Hiro and Ruby have a chat with Lord Leo of Althema's Guard. (See *Dragonship Destiny* on page 103.)



EAST DESERT PASS

STORYCHECK



▲ White Knight Leo sure knows how to make fast friends. Why doesn't he just call Hiro ugly, too?

SAND, MAN!

Take some time in the East Desert Pass to experiment with Hiro's dash maneuver, and slay most (or all) of the sandy critters. Return to the statue of Althema whenever you're low on strength, which will be often. If you fight *every* monster along the way, Hiro will earn just enough XP to reach Level 7 (and thus gain the Poe Sword attack).

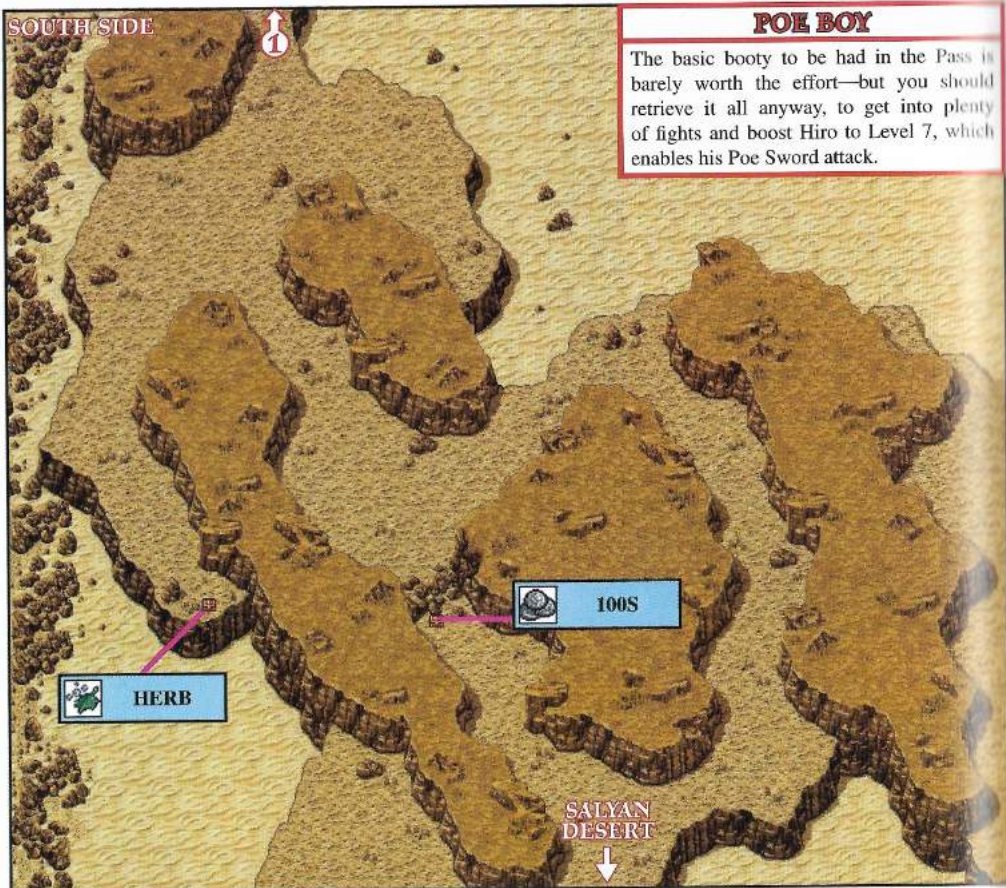
During your jaunt through the Pass, you have a close encounter of the third kind with **Lord Leo**, captain of the Dragonship *Destiny*. Leo explains that Althema's Guard is here to locate and eliminate an evil being called the Destroyer. After telling Hiro to go home before he gets hurt, Leo sets the *Destiny* on a course for Gwyn's house. Gwyn...as in Hiro's grandpa? Hiro and Ruby decide to head for home, not just to avoid a spanking for being out so late, but to find out what's up.

SOUTH SIDE



POE BOY

The basic booty to be had in the Pass is barely worth the effort—but you should retrieve it all anyway, to get into plenty of fights and boost Hiro to Level 7, which enables his Poe Sword attack.



MONSTERS



DUNG BEETLE
(P. 61)



SAND CYCLOPS
(P. 61)



SAND SHARK
(P. 61)

You can take out the Dung Beetles with a single sword-swipe—heck, even Ruby can dust them with a tap of her paw—so ignore them and concentrate on killing the sand-beasts with your Boomerang. When only Beetles are left, use your regular attack to kill two in one turn.

EXT. EAST DESERT PASS

FADE IN on a WALL OF SANDSTONE. The wall suddenly SHAKES and EXPLODES.

CUT TO WIDE SHOT of the DRAGONSHIP DESTINY smashing through the wall, and PAN with the Destiny as it continues moving.

CUT TO REACTION SHOT of Hiro and Ruby, who watch in awe as the Destiny slides past them.

CUT TO the Destiny as it starts to slow down. CUT TO the stubby, insect-like LEGS on the bottom of the Destiny, which act as its means of locomotion. CUT TO the Destiny as it comes to a halt. CUT TO the Destiny's STEAMSTACK as it releases a BILLIONING CLOUD of exhaust.

CUT TO WIDE SHOT of the Destiny's bow and PAN RIGHT until we see Hiro and Ruby, who are dwarfed by the Destiny. CUT TO POINT-OF-VIEW SHOT from the Destiny, looking down at Hiro and Ruby.

RUBY (stunned)

Wow! Hiro! Get a load of THAT!

CUT TO CLOSE-UP of Ruby, sitting on Hiro's shoulder.

RUBY

It's incredible! But what the heck IS it? It looks like a ship, but it moves without wind or sails!

Hiro and Ruby stare at the Destiny for a moment.

STERN VOICE (V.O.)

Hey, you! Yes, you over there!

Hiro and Ruby turn to face the man who's calling out to them from the Destiny's bow. CUT TO a shot behind Hiro and Ruby and PAN UPWARD as the man, named LEO, continues to shout:

LEO (in the distance)

What are you doing in this area?

RUBY (whispering)

Who does this joker think he is?

HIRO (shouting to be heard)

My name is Hiro, and this is Ruby!

CUT TO CLOSE-UP of Leo, who is a BEASTMAN; a LONG WHITE HORN juts out from his forehead, and LONG EARS poke out from his shoulder-length BLUE HAIR. Leo wears a WHITE MILITARY UNIFORM and a RED CAPE, both of them SLOWLY FLAPPING in the gentle breeze.

HIRO (V.O.)

Identify yourself!

LEO (shouting)

Certainly. I am White Knight Leo, leader of Althena's Guard, and this is the Dragonship Destiny. Now then, listen up. You kids need to evacuate this area. I don't want to see any civilians accidentally caught in the middle of this thing. Return to your home immediately. Move it!

FADE OUT.





◀ Here's a series of graphic frames used to animate the rippling puddle of water outside Gwyn's Place. Good old-fashioned 2D artwork: ya gotta love it.

READING MATERIAL

Look at the map and the bookshelf near the desk in the north-west corner. The map describes the town and cities of **LUNAR**, while the bookshelf has Gwyn's "Ruins Research List," which details his current investigations. Keep checking the map and bookshelf as you progress through the game, as Gwyn frequently adds to them. You should also take the time to read all of the books in the basement, as they're packed with useful info.



ANCIENT DAGGER

CHORES GALORE

Just because Hiro is an adventurer doesn't mean he can shirk his responsibilities around the house, as a peek at the "Weekly Dishwashing Duty" list reveals. (Take another peek at this list much later in the game and you'll learn that Gwyn doesn't like doing dishes.)

SECRET SPEECHES!


If you get through the East Desert Pass without using the statue of Althena, which you can do by running away from monsters and using your Herbs to heal, Hiro and Ruby have a brief conversation when you walk into Gwyn's Yard. (If you resist using the statue in Gwyn's Yard, he'll make an amusing comment when he comes outside.)



STATUE

↓
SALYAN DESERT

STORYCHECK

Hiro's and Ruby's suspicions are confirmed as they discover the *Destiny* double-parked outside of Gwyn's Place, which means Lord Leo is probably already inside, picking away at poor Grandpa Gwyn's wrinkled brain. You can board the *Destiny* by walking onto it (on the world map) and pressing the  button, although the guards on duty won't allow you to venture below decks. (One member of Althena's Guard amusingly rambles about the Goddess' hot bod.) After your brief tour of the *Destiny*, enter the House to find Leo and Gwyn in the midst of a heated conversation, with Leo trying to determine what Gwyn knows about the Blue Spire.

UNINVITED GUESTS



▲ An obsessive member of Althena's Guard tells Hiro about the first time he saw Christina Aguilera.

STORYCHECK

Talk to the soldiers, then to Leo (twice), then to old man Gwyn. Gramps introduces you to Leo, who impatiently demands that Gwyn tell him how to enter the Blue Spire. Gwyn starts to postulate a theory, but Leo rudely cuts him off. If the Spire's entrance can't be cracked, growls Leo, the *Destiny*'s Dragon Cannon will simply blast through it. Talk to Gwyn (who scolds Hiro for exploring the Dragon Ruins) twice more, then chit-chat with Leo, who invites Hiro to join Althena's Guard. Ruby rejects the offer—while making another cutting remark about Leo's possible preference problem—and Leo heads for the Spire to set up a surprise party for the Destroyer.

GWYN KNOWS NOTHIN'



▲ "And then I shall destroy anyone who doesn't agree with me that O-Town is a genuinely talented band!"

STORYCHECK

After Leo and his underlings leave the building, Gwyn comments on the wackiness of the conversation which just took place. According to Leo, the Goddess Althena is alive and well and doling out orders to Althena's Guard. Grandpa climbs up to the observation deck to take a peek at the Spire—but a moment later, the codependent old coot is calling for you. Go up to Grandpa and watch the fireworks, as a twinkling light descends from the Blue Star and disappears at the top of the Blue Spire. Gwyn has a very bad feeling about what just happened, but Hiro is pumped up. Choose either of Hiro's comments ("Let's go to the Blue Spire!" or "Let's check out that light!") to convince Grandpa that a field trip is in order. He sends Hiro into the basement to retrieve the **Ancient Dagger** from the chest. Scurry downstairs and take it, then talk to Gwyn, who hands you the **Left Opal Jewel**. (If you haven't yet equipped the Knife, he scolds you, and if you *have* equipped it, he praises you.) Leave the House and march north to the Blue Spire's forbidding entrance.



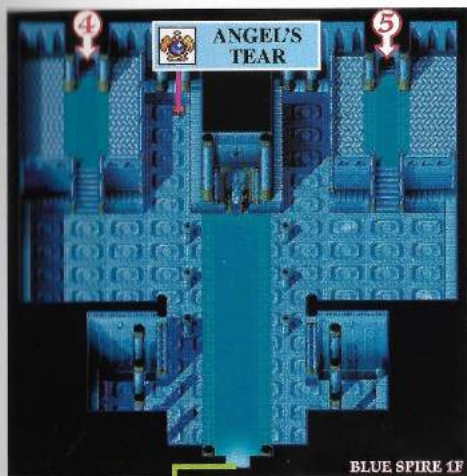
▲ Examine all the bookshelves and get hooked on phonics before you crack open the chest for the Ancient Dagger.

SPARKLING SPIRE



▲ Grandpa Gwyn displays his shock and disgust at spotting a group of hirsute nudists on the beach below the Spire.

Leave the House and march north to the Blue Spire's forbidding entrance.



BLUE SPIRE 1F



BLUE SPIRE 2F



BLUE SPIRE GARDEN



BLUE LABYRINTH 5F

MONSTERS (LABYRINTH)



BANDAGE BOY
(P. 61)



BRAINPICKER
(P. 61)



MUMMY
(P. 61)



SLIME
(P. 62)

None of these buggers are easy to kill, although the Brainpickers are the toughest, and should be the first critters you pick off. When you're fighting a Mummy/BB group, attack the Mummy with the Poe Sword; when you slay the Mummy, all the Bandage Boys immediately disappear.

MONSTERS (SPIRE)



BOMB ANGEL
(P. 62)



CRYSTAL KNIGHT
(P. 62)



MAGIC MASQUE
(P. 62)



SLIME
(P. 62)

Three of the four monsters in the Spire have strong attacks; only the Slime is wimpy (which means you should go after the other monsters first). The Magic Masque often tries to mute Gwyn and go for the quick kill, so take care of the old man. You'll be old someday, too, y'know.

72S

STAR
LIGHT



HERB

HEALING
NUT



HERB



TRANSMISSION ROOM



BLUE SPIRE 7F



BLUE SPIRE 6F



108

BLUE SPIRE

LUNAR 2: THE OFFICIAL STRATEGY GUIDE

Check 1 →

When Hiro, Ruby, and Gwyn walk up to the statue of Althena in the Blue Spire Garden, they pause to soak in the lovely view. (See *The Blue Spire* on page 113.) Gwyn expresses his amazement at being so close to the Spire after so many years of researching it, but Ruby points out that Gwyn needs to enter the Spire before the real celebrating can begin.



▲ "That has to be the most beautiful pond of water I've ever seen! Oh, and the Spire is nice, too!"



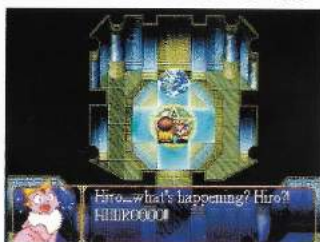
▲ Gwyn, like, totally trips out at the thought of exploring the structure that he has ogled for a lifetime.

Check 2 →

As you enter the seventh floor of the Spire, Gwyn mentions a hidden passage, and asks Hiro and Ruby to look around for it while he stares at the strangely fascinating walls. Talk to Gwyn, then walk to the glowing globe on the north side and press the \times button. One blinding flash of light later, Hiro and Ruby are in the Transmission Room.



▲ "...so I'll just go stare at the wall and tug my beard while you children do the work of locating it. Toodles!"



▲ Ruby is not at all fond of the teleportation process.

Check 3 →

The Transmission Room is brightly illuminated by a green crystal on the north side of the chamber. Walk up to the crystal and Hiro and Ruby stare in awe. Then the crystal stops spinning and explodes with light, sending Hiro and Ruby flying. One super-cool animation sequence later, Lucia has arrived on Lunar. (See *Lucia's Arrival* on page 110.) After Hiro and Ruby introduce themselves, Lucia asks for their help in finding the Goddess. Ruby says no, but Hiro says yes, and Lucia transports everyone back to the seventh floor of the Spire. When Gwyn finds out that Lucia has come from the Blue Star, he freaks out and insists that they leave the Spire before Leo shows up. Uh-oh....



▲ Inhuman and nipple-free Lucia might be, but Hiro still can't help falling instantly and hopelessly in lust with her.



▲ "I lost a brief struggle with incontinence while examining the wall, and now I desperately need new underwear!"

SCOPING THE SPIRE

GROPING THE GLOBE

LOOKY-LOOKY! LUCIA!



INT. TRANSMISSION ROOM

FADE IN on a SHIMMERING SHAFT OF LIGHT shining down from the ceiling. PAN DOWN to the bottom of the room, where the beam of light illuminates a GREEN CRYSTAL which slowly rotates on its vertical axis. Hiro is sprawled out in the foreground and completely mesmerized (paralyzed?) by what's unfolding before his eyes.



CUT TO REVERSE ANGLE of Hiro, wide-eyed with wonder and bathed in the crystal's emerald light.



CUT TO MEDIUM SHOT of the crystal, which radiates a VAPOROUS GREEN ENERGY.



CUT TO CLOSE-UP of Hiro, still fascinated/terrified. Ruby drops onto his shoulder and cowers in fear.



CUT TO EXTREME CLOSE-UP of the crystal's interior. A faint SILHOUETTE of a NAKED WOMAN fades into view within the crystal, then a SILHOUETTE of a ROBED WOMAN. The two silhouettes blink back and forth several times, until only the robed woman can be seen. She becomes more distinct and raises her ARM straight ahead, with her FINGERS extended.



The woman reaches forward until her fingers suddenly PROTRUDE THROUGH the surface of the crystal. A round RIPPLE appears in the crystal, as though the woman is poking the surface of a tranquil pond.



REACTION SHOT of Hiro and Ruby, subconsciously LEANING BACKWARD and away from the crystal.



CUT TO the woman's hand, which continues extending all the way through the crystal.

CUT TO Hiro and Ruby, still paralyzed with fear.

RUBY (gasping)
Hiro--!

CUT TO SIDE VIEW of the robed woman as she slowly FLOATS through the surface of the crystal.

CUT TO CLOSE-UP of the robed woman's chest, where we see LUCIA'S PENDANT. If the viewer hadn't already figured out that the robed woman is Lucia, this subtle visual clue will drive the plot point home.

CUT TO Hiro and Ruby as Lucia's SHADOW slowly overtakes them. CUT TO CLOSE-UP of Hiro and Ruby as the shadow eclipses their faces.

CUT TO Hiro's POV. PAN UPWARD to see Lucia FLOATING in the air, hair flowing in the magical breeze, arm and hand still extended. Lucia LOWERS her arm and starts floating downward.

CUT TO CLOSE-UP of the platform at the base of the crystal. We see Lucia land on her TOES, then drop to her HEELS.

FADE TO CLOSE-UP of Lucia's face, which is absolutely emotionless.

FADE TO Hiro's POV. The green crystal, hidden behind Lucia, suddenly goes DIM. Lucia's HAIR and ROBE go LIMP. Lucia stands silently for several moments.



LUCIA'S ARRIVAL (CONT.)



CUT TO Hiro and Ruby. Hiro's mouth is wide enough to catch flies. Ruby's eyes are about to fall out of her tiny head.



RUBY (terrified)
I think I'm gonna hurl.

CUT TO CLOSE-UP of the bottom of Lucia's robe. PAN UPWARD to her face. After a moment, Lucia slowly GLANCES around the room.

CUT TO Hiro and Ruby as seen from over Lucia's shoulder. They remain completely MOTIONLESS as she continues looking around.

CUT TO CLOSE-UP of Lucia's face. She surveys her surroundings with a blank expression.

CUT TO CLOSE-UP of Lucia's eyes. After a moment, they SHIFT and STARE DIRECTLY at Hiro and Ruby.

CUT TO Hiro and Ruby. Hiro bites his lip and gasps; Ruby makes an amusing gurgling sound.

CUT TO Lucia, who turns to face Hiro and Ruby.

CUT TO Hiro and Ruby. Hiro manages a blink, while Ruby continues choking on fear.

CUT TO WIDE SHOT of Lucia, with Hiro and Ruby in the foreground. Lucia begins to speak in her strange, breathy cadence:

LUCIA
My name is Lucia. I have come from the Blue Star on an urgent mission. Your world is in grave danger. I must see Althena immediately. Take me to her.

CUT TO Hiro and Ruby from the over-Lucia's-shoulder POV. Hiro blinks.

CUT TO CLOSE-UP of Ruby.

RUBY (surprised)
D-do you think she's friendly?
(turns to face Hiro)
She looks like she could be some sort of goddess or something.
(beat)
What are we gonna do, Hiro?
(beat)
Ruby to Hiro!

PAN RIGHT to Hiro's face. His eyes are twinkling.

HIRO (barely able to breathe)
She's the...most beautiful girl I've ever seen.

CUT TO WIDE SHOT of Hiro and Lucia as they stare at each other. ZOOM OUT slowly as we...

FADE OUT.



Check4 ➔

MONSTERS AND MAGIC

As you stroll across the sixth floor of the Spire, which has a lovely view of the Blue Star, you're attacked by a group of five Crystal Knights (not to be confused with the diet drink Crystal Light). Hiro proudly volunteers to slay the Knights, but Lucia lays them to waste with a mighty magic spell. Hiro asks Lucia how she wields such power, but the impatient Lucia walks off, leaving Hiro dazed and confused—and wondering if she's the Destroyer.



▲ Hiro offers to protect Lucia, but with spells like Plasma Rain at her disposal, she can definitely take care of herself.



▲ Lucia does, however, always have room for Jell-O.

Just because Lucia won't explain her powers doesn't mean you can't take advantage of them. Wander around the Spire and get into combat with every monster, having Hiro and Gwyn defend themselves and allowing Lucia to do the monster-slaying with her super-spells. Keep romping through the Spire with your invincible friend until Gwyn reaches Level 12. (If you run out of monsters, descend to the Spire's first floor and return to 2F. The Spire is repopulated with beastie-boys every time you go from the first floor to the second.)

Check5 ➔

ZOINKS! ZOPHAR!

As you leave the Spire and walk into the Garden, Lucia says that she can't feel Althena's power in this world, which will obviously make the Goddess a little harder to find. (See *Lucia's Confusion* on page 113.) Talk to Lucia after the animation and she asks if something has happened to Althena. (You can also ignore Lucia and try to leave the Garden, although a scolding Ruby won't let you.)



▲ Unfortunately, Lucia's actions don't speak as loudly as her declarative words.



▲ So what are you trying to say, Gwyn? Don't hide the truth from us. Just give it to us straight. No, really.

Lucia receives an answer to her question—not from Hiro, but from a very deep disembodied voice that she calls Zophar. As darkness descends upon the Garden, Lucia attempts to destroy Zophar by calling upon Dragon Power. Alas, nothing happens, and Zophar giggles like a demon-possessed schoolgirl. He tells Lucia that he's sealed away the power of the Four Dragons, then strikes her down with a massive magical attack. Lucia collapses in a heap as Zophar gloats about his imminent takeover of the universe.

As Hiro helps a punch-drunk Lucia to her feet, Gwyn says that her soul has been cursed—and that's just the bad news. The *worse* news is that Lucia will kick the bucket unless Gwyn can find a way to break the spell in one of his many books. There's another big drawback to the curse: Lucia now has a single hit point, and has been completely stripped of her magical abilities. As you walk south to leave the Garden, Ruby laments the serious situation in which she and Hiro find themselves. (Yeah, it's always fun to goot around until someone has a curse placed on their soul, isn't it?) Make sure to use Althena's statue before you leave the Garden, because the game's inaugural big boss battle is imminent....

ANIMECHECK

THE BLUE SPIRE



EXT. BLUE SPIRE GARDEN

FADE IN on a WIDE SHOT of the entrance to the Blue Spire, which is at the end of a long BRIDGE. PAN UPWARD to the top of the Spire, which is surrounded by a THIN RING OF CLOUDS. The beautiful BLUE STAR looms large in the sky. SOFT, HAUNTING MUSIC plays for the entirety of this brief scene, to underscore the mysterious nature of the Spire, and the excitement and fear that Hiro (and the player) are feeling.



ANIMECHECK

LUCIA'S CONFUSION



EXT. BLUE SPIRE GARDEN

FADE IN on the entrance of the Blue Spire. Lucia walks forward, looking around. She hears a strange CRY above her and gazes into the sky.

CUT TO Lucia's POV. An EAGLE lazily glides through the air, its long wings fully outstretched. CUT TO WIDE SHOT of Lucia from roughly 50 feet above the ground. The SHADOW of a cloud passes over Lucia for several moments before the sunlight returns. CUT TO CLOSE-UP of Lucia, still gazing into the sky.

LUCIA (confused)
Is this Althina's world?

Lucia turns around. CUT TO Lucia's POV and PAN UPWARD as she looks at the Blue Spire which brought her to Lunar. CUT TO CLOSE-UP of Lucia, who stares at the Blue Star above the Spire.

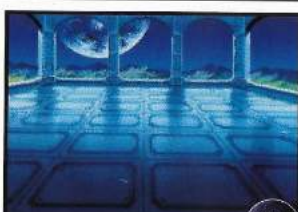
CUT TO an upward-angled shot from ground level, with Lucia in the foreground and the Spire in the background. Lucia turns away from the Spire.

LUCIA
I do not sense the aura of her magic power.

CUT TO Lucia's POV and PAN ACROSS the bridge. Mountains loom on either side of the bridge, and a statue of Althina rests in the center. CUT TO CLOSE-UP of Lucia.

LUCIA
But then...perhaps the evil hides it from my sight.

FADE OUT.



Ruby thinks it's insane to take on the Guardian, but you don't have a choice. Walk south to provoke the Guardian into attacking—only *after* using the Order command to move Gwyn to the far right and Hiro to the far left, so that the Guardian only attacks Hiro during the battle. (You should also walk out to the Garden and back into the Guardian's chamber to prompt a comment from Ruby about your impending doom.)

There aren't many strategic decisions to make in this battle, since you only have two characters to control. **Hiro** should attack with the Poe Sword on every turn. If the Guardian casts its power-up spell, have **Gwyn** cast the Shattered Sword and Fractured Armor spells, in that order. If the Guardian weakens either Hiro or Gwyn to the point where they're in danger of croaking, have Gwyn use a healing spell or healing item. Otherwise, simply have Gwyn defend. It should take roughly a dozen turns before the Guardian goes down. Run back to the Garden and use Athena's statue after your victory to heal yourself up, as you still need to fight through the rest of the Labyrinth.

GUARDIAN

ATTACK	52
ATTACKS	1
DEFENSE	43
AGILITY	40
SPEED	19
WISDOM	20
MAGIC END	20
RANGE	30
LUCK	1
HIT POINTS	350
EXP POINTS	121
SILVER	100

Attack 1 When the Guardian is flashing, and stretching the chain (of ball-and-chain fame) between its hands, it's going to cast a spell on itself to simultaneously boost its Attack and Defense ratings. Good for him, sucks donkey for you.



▲ When the Guardian turns into a flasher...



▲ ...it's preparing to boost both its Attack and Defense.

Attack 2 When the Guardian is merely standing in place, breathing slowly and clutching his chain in his fists, he's going to swing his mace and smash one character, causing decent damage (or considerable damage if you haven't yet cast the Shattered Sword spell on the Guardian).

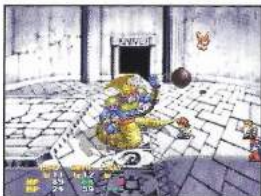


▲ When the Guardian is breathing slowly and deeply...



▲ ...it's gonna use the time honored skull-smashing swing.

Attack 3 When the Guardian is twirling the ball-and-chain above its head, it's preparing to smash one character so hard that the shock waves from the impact cause damage to nearby characters as well. Ouch, babe. Big ouch. That's why you wanna keep Hiro up front and Gwyn far away.



▲ The twirling ball-and-chain means that...



▲ ...you're gonna eat the Guardian's most damaging attack.

GUARDIAN GANG-TACKLE

After battling (or dashing) your way through the Labyrinth to the Blue Spire Entrance, you might think you're in the clear. And oh how wrong you are. All four of the Guardian statues have come to life, and they're in a very crabby mood. As Ruby notes, one Guardian was tough enough to beat, so how can you survive against four? Well, frankly, you can't—but that's not a problem.

After Hiro (or Lucia and Gwyn) are knocked out, Ruby places her head between her legs in preparation to kiss her butt goodbye. That's when a bolt of magical energy streaks across the screen and vaporizes the Guardians. Ruby wonders if Lucia has regained her powers, but that theory is incorrect; the screen scrolls downward to reveal the Dragonship *Destiny*, with Lord Leo standing proudly on the bow. 'Twas the Dragon Cannon that nuked the Guardians. Leo scolds Gwyn for coming to the Spire despite Leo's warnings, and orders him to head home. Which leads us to...



▲ Defeating one Guardian was a struggle; defeating four of them is impossible (and don't use a Game Shark, dummy).



▲ The Dragon Cannon unleashes a most impressive beam of energy to nuke the barbershop quartet of Guardians.

LYING TO LEO

As you attempt to walk past the *Destiny*, Leo leaps off the bow and inquires as to the identity of the woman in the red robe. Instead of answering, Hiro cleverly dodges the question, and tells Leo that Lucia was attacked by a monster at the top of the Spire. An estate (and distracted) Leo draws his sword and sprints into the Spire with a group of Guardsmen trailing behind him. Ruby congratulates Hiro on his fantastic fib, but Gwyn reminds everyone that Lucia is growing weaker by the moment. Leave the Spire and return to Hiro's House.



▲ Uh...she's feeling faint because she just saw one of the Backstreet Boys?

RETROCHECK

There are several minor differences between the SEGA CD and PlayStation® versions of *LUNAR 2* during the Blue Spire and Gwyn's Place portions of the game. To wit:

The sequence where Lucia zaps the Crystal Knights and leaves everyone gob-smacked at her powers is PlayStation®-exclusive. (In the SEGA CD version, while she uses her powers, no one says anything about it, which is quite incongruous.)

The sequence with Lucia lying on the couch and explaining why she's come to *LUNAR* is an animated sequence on the SEGA CD, and just a regular event on the PlayStation®.

In the SEGA CD version, the boat automatically sails across the lake; in the PlayStation® version, it's manually controlled.

THE CURSE OF BED-HEAD



▲ "Hiro...you really...need to...wash your...pillowcases...more often. This one...is sticky...with drool stains..."

STORYCHECK

LUCIA GOOD, CURSE BAD

As you enter the house, Gwyn and Hiro drag Lucia over to the couch, and Gwyn runs downstairs to find a way to break the curse. Run downstairs and talk to Gwyn twice, then come back upstairs and chat with a tossin' and turnin' Lucia. She tries to stand up, but just as quickly stumbles into Hiro's arms. As Hiro lays Lucia back down, she explains what happened with Zophar at the Spire, and



▲ "And I'd be even prouder if you returned to the Spire and found a really hot babe for your grandpa, too."

why she's looking for Althena. Turns out that Lucia has come to save Lunar, not to destroy it. Speak with Lucia a second time and Gwyn returns from the basement with bad news and good news. First, bad: he can't break the curse. Now, good: there's a priest named Ronfar in the nearby village of Larpa who might be able to cure her. The village is too far away for Lucia to walk there, so Grandpa pushes his boat outside in preparation for some high-speed sailing. Before heading outside, Ruby tells Lucia that Hiro is "All mine," but Lucia ends up confused, and Ruby ends up unamused.



▲ Lucia delivers a spot of exceptionally bad news while puking all over Gwyn's floor.

STORYCHECK

COME SAIL AWAY

As Hiro walks outside, Gwyn runs up and instructs him to head for Larpa ASAP. "Ain't you comin', Gramps?" says Ruby, to which Gwyn replies "Nuh-uh, kitty-cat." He's going to stay behind at the house, due to his advanced age and vast backlog of books to read.

When you appear on the world map, walk east onto the boat and press **X** to hop inside. Sail directly to the west and press **O** when the boat is just above the dock. You automatically tie down your dinghy and return to dry land. Now walk southwest and enter the town of Larpa, which is located at the southern end of a big ol' mountain range.



▲ "The Love Boat soon will be making another run/The Love Boat promises something for everyone..."





SAUCEPAN
LID



TOME TIME

Examine the bookshelves in the mayor's study to find some interesting and amusing documents.

GENERAL STORE

HERB	40
PURITY HERB.....	20
SHORT SWORD.....	340
MACE	300
LEATHER ARMOR.....	360
LEATHER CAP.....	40



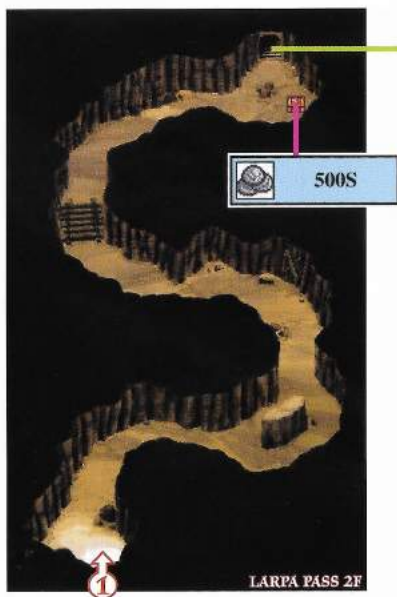
HERB

ANGEL'S
TEAR

STATUE

SAIYAN
DESERT





MONSTERS



KILLER FLY
(P. 62)



OCHRE OOEZ
(P. 62)

The Oozes are usually bunched up at the start of a battle, so hit them with Hino's Squall (to which they're especially vulnerable) in the first round of combat and giggle as they perish. The Killer Flies are poisonous, but weak enough that you shouldn't need to use any Purity Herbs.



STORYCHECK

While it might seem logical to begin your search for Ronfar at the Sanctuary of Althena's Chosen, we have an ultimately more amusing idea: start your search in the tavern on the east side of town. Talk to the fellow in the northeast corner of the tavern, and keep talking to him until he asks if you want to gamble. He offers to bet his house if you bet Ruby, who is understandably against the idea.

Okay, *now* head for the Sanctuary on the west side of Larpa, and speak with the priest on the right side of the statue of Althena. He stops counting the day's donations just long enough to tell you that Ronfar is an alcoholic heathen whose membership in Althena's Chosen was revoked. Ouch.



▲ Ronfar casually chews on a twig of primo weed while happily rolling his loaded dice.

WHERE'S RONFAR?



▲ The head priest of the Sanctuary doesn't especially approve of Ronfar's amorous activities.

Return to the tavern and once again speak with the gamblin' fool. He insists that he's not Ronfar, but agrees to tell you where to find the elusive priest, *if* you win at a game of dice. Choose "**Sure, why not?**" and then choose even or odd. It doesn't matter which, because you always lose, no matter how many times you try. Quit playing after your loss(es), and then speak with Ronfar a third time. Poor Lucia passes out, and the suddenly compassionate gambler carries her off to his house on the far west side of the village. Walk to Casa de Ronfar and talk to the weed-chewin' fool, who finds a note on his door from a mysterious friend with the initials LM. Follow Ronfar inside his humble abode.

ANIMECHECK

ROLLIN' RONFAR



FADE IN on the LEGS of a MAN sitting at a table, using a BARREL as his stool. PAN UPWARD as the MAN begins speaking to the camera (which is from Hiro's POV). The man has a long TWIG clenched between his teeth, a red HEADBAND (more for style than to hold back his short hair), and flowing yellow ROBES.

MAN

What do you want with this Ronfar guy, anyway?
(looks away)

You know, he's kind of a deadbeat. Heh. I can't believe he was ever a priest for Althena.

CUT TO CLOSE-UP of the man's EYE, which is closed.

MAN (V.O.)

But I'll tell you where your guy is...if you beat me in a game.

The man's eye SNAPS open.

MAN (V.O.)

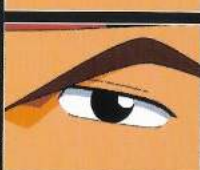
'Cause the only truth I've ever found lies right here...

The man SQUINTS, LEANS BACKWARD, turns his back to the camera, then THRUSTS his left hand into the lens as a huge YELLOW STARBURST appears behind him. A pair of DICE are tucked between his fingers.

MAN

...in THESE!

FADE OUT.



STORYCHECK

CRACKING THE CURSE

Talk to Ronfar, who declines your request to lift Lucia's curse, claiming that he's not a priest anymore. Talk to Ronfar again and Leo (!) enters the house. After an intriguing conversation, during which Ronfar almost rats you out, the White Knight leaves to spend the night at the Sanctuary. Talk to Ronfar again and accept his offer to play dice. Choose odd or even (it doesn't matter which) and you win the game, along with Ronfar's help. Talk to Lucia so she joins your party, then talk to Ronfar. Before entering the Larpa Pass, you might want to visit the General Store and buy better equipment for Hiro and Ronfar.

Head through the Larpa Pass until you emerge on a cliff behind the Sanctuary. Choose "Ready as I'll ever be..." to jump, or "H-H-Hold on, Ronfar!" to chicken out. You have to jump, but it's worth chickening out once to watch Ronfar's reaction.

Open the chest for an Herb, then enter the Sanctuary through the west door.

Enter the central chamber of the Sanctuary after eavesdropping at Leo's bedchamber door. Ronfar tries to break the curse, but his initial attempt fizzles out, and we enter a sepia-toned flashback in which Ronfar fails to save his beloved Mauri (whom we learn is Leo's sister). When the flashback ends, an enraged and determined Ronfar kicks out the magical jams and breaks the curse...although Lucia is still in a weakened state. Return to Casa de Ronfar, where everyone catches some much-needed Zs.



"I'll save Lucia, or die trying."

▲ Ronfar might be laughing (and foaming) on the outside, but he's crying on the inside.



"I never suspected it would assume the form of a human female."

▲ Leo laments his goof while Hiro and the Gang cower in Ronfar's bedroom. (Let's hope those are clean sheets.)

STORYCHECK

When Hiro wakes up the next morning, Lucia is missing and Ronfar is snoring loudly enough to cause permanent hearing loss to anyone within a one-mile radius. Leave Casa de Ronfar and head for the house in the northeast corner of the village, with a shifty fellow in a yellow beret standing near the door. Talk to the smitten *artiste* and he gives you **Lucia's Bromide 1**. He further explains that he invited the lovely Lucia inside to meet his wife and child.

Enter the house and talk to the wife, who did indeed meet Lucia earlier in the day. The wife explains that she asked Lucia to watch her baby while she went to the store. Flashback time! We watch as the mother comes home to find Lucia staring helplessly at the crying kid. The mom picks up her offspring and sings a short lullaby, which



▲ The mayor of Larpa extorts 30S from your money pouch.

WHERE'S LUCIA?



▲ The obsessed painter gives you the very first of **LUNAR 2**'s almost two dozen bromides.

soothes the baby and fascinates Lucia. As the flashback ends, the wife explains that she sent Lucia to ask the all-seeing, all-knowing mayor of Larpa where to find the Goddess Althena. Head for the mayor's mansion on the north side of town and go inside.

Climb up to the second floor of the mansion and talk to the turban-wearin' mayor, who's in the narrow room on the west side. He explains that Lucia asked him for information and left without paying his 30S fee...which he gladly extracts from you. (If you don't have 30S, don't worry; he'll just take all the silver you have.) He further explains that Lucia went to the harbor to watch the sandships. Shrug off the mayor and head for the pier at the south side of town.

STORYCHECK



▲ Lucia feels a strange stirring somewhere naughty as she turns her back on lovelorn Hiro.

Hiro explains what Lucia said, and Ronfar is dumbfounded, because Dalton just happens to be the home port of the Drag- onship *Destiny*. Hiro's immediately ready to rescue her, but Ronfar's not so enthusiastic at the idea of battling Althena's Guard. Of course, being such a stud, Ronfar quickly agrees to aid Hiro in the rescue effort. Make sure Hiro and Ronfar have the best equipment (and a few Purity Herbs) from the General Store, then walk northwest to the West Desert Pass.

LUCIA BAILS, HIRO WAILS

Lucia's standing by her lonesome on the pier; chat with her and she explains that she's feeling much better, but that her strength is far from restored. Major bumner, because her attack spells *rule*. Unfortunately, the news just gets worse: after explaining her feelings to Hiro (see *Lucia Reflects* on page 121), she ditches him and heads for Dalton, where she intends to hitch a ride to the Holy City of Pentagulia. (Lucia does, however, experience a moment of guilt—or is it another emotion?—as she's walking away.)

As you walk off the pier, Ronfar intercepts you and asks about Lucia, the honey-pot.

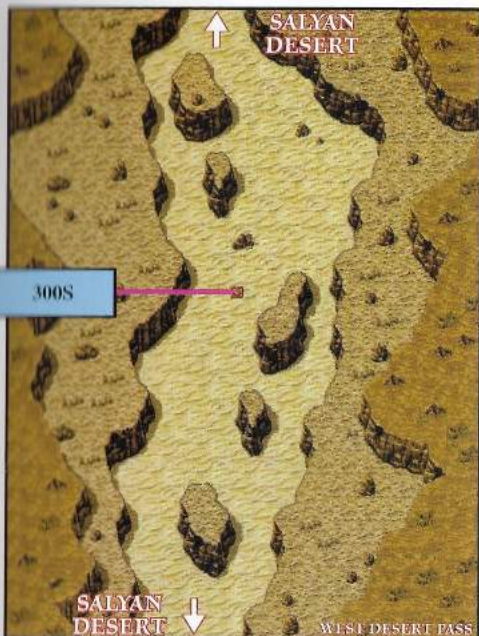


▲ Devil-may-care Ronfar casts his lot with Hiro and Ruby.

MONSTERS

DESERT DOLPHIN
(P. 63)POISON BEETLE
(P. 63)SCORPION
(P. 63)

Both the Poison Beetle and the Scorpion are poisonous, and unlike the critters in the Larpa Pass, they do more than enough damage to knock out Hiro or Ronfar. Bring some Purity Herbs with ya, and make use of Ronfar's dice-rolling attack, to which the crazy critters are vulnerable.



ANIMECHECK

LUCIA REFLECTS



FADE IN on a BRILLIANT SKY AT SUNSET, filled with bright PINKS and PURPLES. PAN RIGHT as Lucia speaks and comes into frame at the end of the pan:

LUCIA (V.O.)

It's so strange. I did not know humans possessed such wondrous powers. That shouldn't be possible... unless Althena was the source.



Lucia turns to look at the harbor. CUT TO A MONTAGE of short scenes, as workers load and unload cargo, make repairs, and set sail for distant lands.

LUCIA (V.O.)

What a strange world I've come to. Its beauty is unsurpassed, and yet, it remains filled with such mystery and emotion. Why is the flower so soft, and the snake so deadly? Why do some love, and others hate?



CUT TO Lucia, with Hiro and Ruby standing behind her.

LUCIA

Is this land of contrast the one that Althena created? The land that Zophar rises to--



HIRO

Lucia...

CUT TO Lucia, staring at the horizon. After a long, silent moment, she turns to face Hiro. CUT TO CLOSE-UP.

LUCIA

Hiro, I must go now. I will never forget you.

FADE OUT.



READ, I PLEAD

Check out the bookshelves on the second floor of the Dalton Tower, and in the corner of the Dalton Tower Room (on the west side of the Breezeway).

CUTE COUPLE



DAGGER



STAR LIGHT



SALVYN DESERT

SMASHED STATUE

This statue of Althena has been thrashed, but you can use the statue in the Sanctuary to heal your wounds for the not-so-low price of 100S.



GENERAL STORE

HERB	40S
PURITY HERB	20S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
DRAGONFLY WING	100S

ARMOR/WEAPONS

LONG SWORD	690S
FLAIL	630S
WOOD SHIELD	100S
BRACELET	80S
COLORFUL BANDANNA	60S

HERB



DESTINY

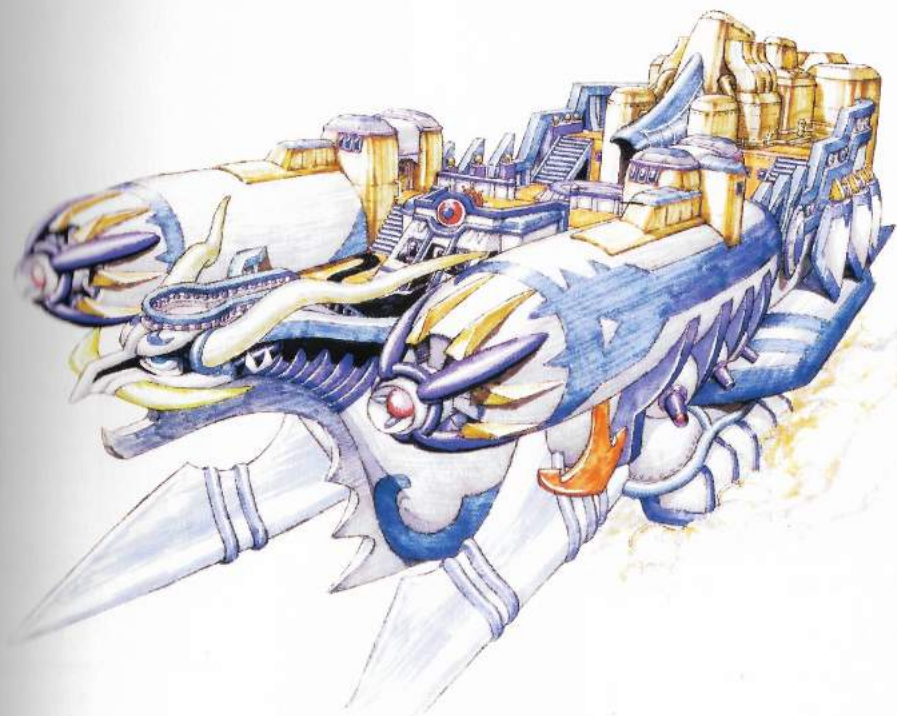
STORYCHECK

When Hiro and Ronfar enter Dalton, they spot Lucia on board the *Destiny*, being interrogated by White Knight Leo. Lucia tries to explain her mission, but Leo doesn't believe a word of it. When a pair of soldiers attempt to haul her to the brig, she uses a force field to bounce 'em away. A second attempt at capture results in five very sore soldiers. That's when Leo runs out of patience and knocks Lucia out with a mighty magical attack. Ronfar explains that if he and Hiro don't rescue Lucia right away, Leo will do very bad things to her. Mega-munch! Go to the General Store and buy new equipment for Hiro and Ronfar, then storm onto the Dragonship *Destiny*.

LEO AND LUCIA



▲ "Unless she was especially upset about how I always hog the bathroom in the morning..."



MONSTERS



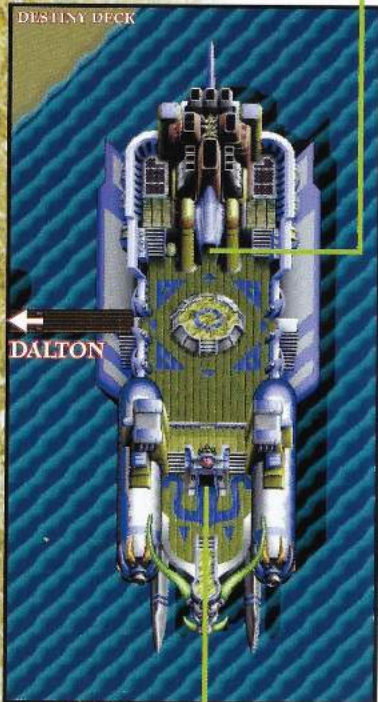
CAPTAIN
(P. 63)



PRIVATE
(P. 63)

If you're fighting a solo soldier, use Hiro's Poe Sword and Ronfar's Anger Dice; if you're fighting multiple foes, use Destiny Dice instead (or stick with the Anger Dice if you wanna play it safe). Dash back to the Statue Room whenever you need to heal up. Don't bother with regular attacks, as the soldiers will simply dodge them.

DESTINY DECK



DALTON

STATUE ROOM



STATUE



DESTINY B1

BULLETIN BOARD

Make sure to read this note during (and after) your invasion of the *Destiny*.



TACTICAL CONTROL



DESTINY B2



DESTINY BRIG

Check! ➔ 125

LOCKDOWN

The door to Leo's bedchamber is locked, and as Hiro points out, you don't have a key. Dang it! Return here after rescuing Lucia to hear a guard thinking out loud.

STUPID STAIRS

You can't use these stairs until after you've freed Lucia from her cell, so you can't use them as a shortcut during your daring descent.

Check! ➔

Walk down either hall on Floor B3 until you overhear Leo interrogating Lucia. He's so displeased with her answers that he sentences her to death for treason—a sentence to be carried out the next morning. Talk to Lucia in her force-field prison, then turn off the field by pressing the yellow button on the left side of the door. Lucia and Hiro discuss the situation, but Ronfar hears Leo coming back for a second round of screaming, and everyone dashes around the corner to hide. Leo goes ballistic when he finds Lucia missing; sneak up behind him and press the button to close the cell door (or just walk past the cell, which triggers Ronfar to press the button). Leo fumes while Ruby laughs. As you start to leave, Ronfar hangs back for a moment to tell Leo why he's helping Hiro and Lucia. Leo frankly doesn't care. Leave the *Destiny* and leave Dalton, heading northeast to the Starlight Forest.

JAILBREAK!



▲ In a delightful change of pace, a woman is frustrated by the nonsensical actions of a man.



▲ "And no amount of scrubbing with Lava soap will remove it!"

MONSTERS



GREEN GOBLIN
(P. 63)



HUMMINGBYRD
(P. 64)



KILLER FLY
(P. 62)

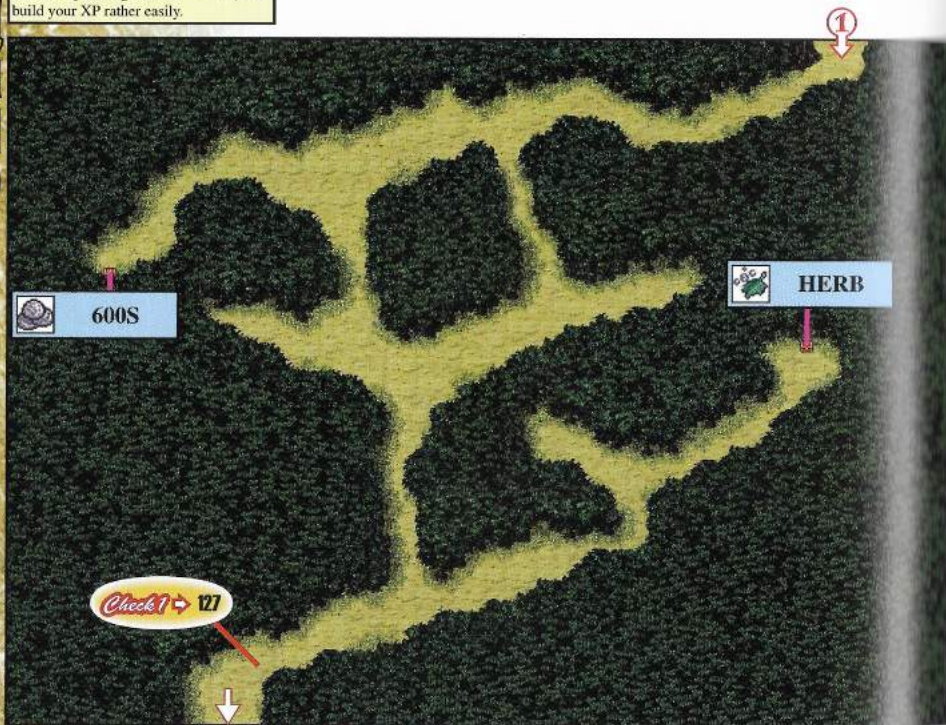
The Hummingbyrd is the strongest monster in the Forest, but you only encounter it twice, so don't sweat it. The Green Goblin can (and will) summon other GGs into battle, so you can hang around here (or the upcoming Illusion Woods) and build your XP rather easily.

SALVYN DESERT



STATUE

Check 2 → 127



600S



HERB

Check 1 → 127

SALVYN DESERT

Call my grandson "fugly" again and I'll break your OTHER arm!



Where'd that monster go? My extreme buffness must've scared him off!



Now that Zophar's curse has been lifted, Lucia finally has more than one stinkin' HP (super!)—but the lingering effects of the curse prevent Lucia from casting her mega-powerful attack spells (sucky!). Lucia's HP are now directly related to the strength of the other party members, and her actions are quite limited; she'll defend, run away, cast Magic Barrier on herself, or use Napalm Shot on any monster that attacks her. (If more than one monster smacks Lucia in a single turn of combat, she goes after the critter that hit her last.) Lucia's potential actions will change, and her spells will grow more powerful, as the adventure progresses, but she'll never again achieve the omnipotence she displayed in the Blue Spire. Heaving sigh.



▲ Lucia's strength has been partially restored, but at this point in the game, she's still quite timid in battle sequences.



▲ Lucia's Magic Barrier boosts her Defense and seals in freshness.

TIME-OUT AT THE TOWER

As the party reaches the entrance of the mysterious Star Dragon Tower, Ronfar decides to scout the area and "make sure everything is cool, daddy-o." Ruby and Hiro sit down to take a break, but Lucia declines their invitation to cop a squat, instead deciding to stand by herself near the tower. How antisocial. Talk to Ronfar, who says that the *Destiny* is still docked in Dalton, and then talk to lonesome Lucia, who asks Hiro why he's helping her. Ruby says it's purely out of kindness, but Hiro confesses that it goes a little deeper than that. Talk to her a second time and choose either statement ("When I was a kid..." or "I have a dream, Lucia."); Hiro explains his thirst for adventure, and tells Lucia that she's leading him into the greatest adventure of his young life.



▲ Lucia tries to probe Hiro's psyche by asking back-to-back questions.



▲ "And I think any man who's willing to reveal his emotions to a woman deserves a long, lingering hug..."

Ronfar returns to the group and explains that it's crucial to get into the Illusion Woods before Althema's Guard blocks the entrance. Ronfar also confesses that he has no idea how to get through the Woods, which leaves Ruby a little concerned. Leave the Starlight Forest and walk north into the Illusion Woods.

MONSTERS



GOBLIN KING
(P. 64)



GREEN GOBLIN
(P. 63)



HOBGOBLIN
(P. 64)



HUMMINGEYRD
(P. 64)

The Illusion Woods are the official home of *Goblinfest 2000*, as you'll soon discover. The Goblin King is the strongest of the critters you'll encounter, but all of them are worth a tasty amount of XP.



HERB

1



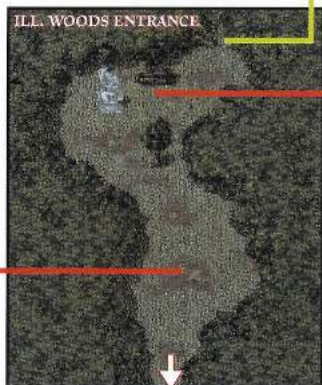
HERB



THE FUGITIVES

Immediately after you go through the first thicket, Leo and Althema's Guard show up. The Guardsmen mount a search of the area, but quickly realize you ain't there. Leo decides to drive the *Destiny* to the north side of the Woods and catch Lucia at the exit.

ILL. WOODS ENTRANCE



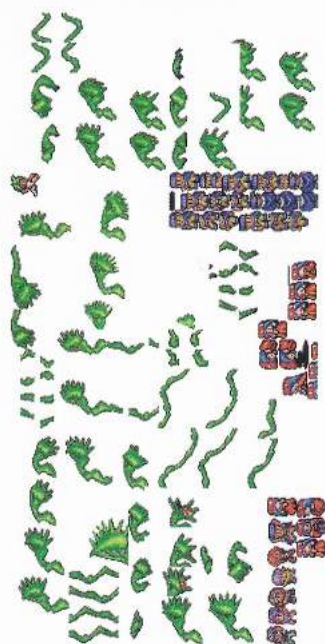
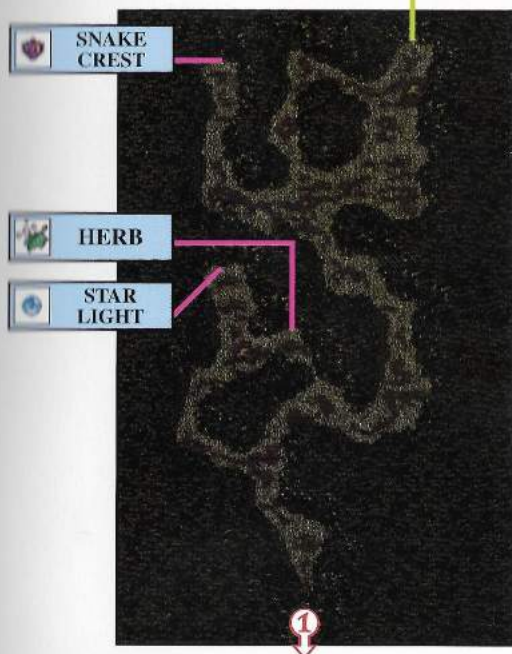
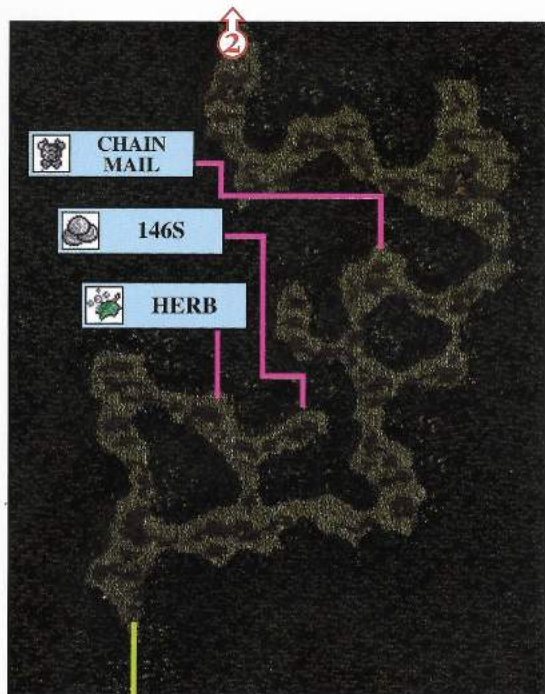
SARAYAN
DESERT

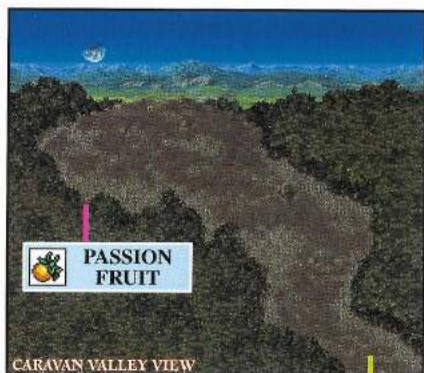
PROBING THE BUSH

Talk to the woodsman standing next to the statue of Althema; he's an old friend of Ronfar's who knows how to get through the Woods. After making a bet with Ronfar—and, of course, losing—the woodsman demonstrates how to pry apart the thickets that block the forest pathways. Not every thicket leads to a path, however—some are dead ends, while others conceal chests.

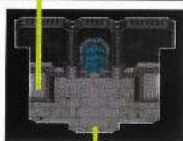


▲ Game Arts originally intended for the woodsman to live in a cabin, and created interior/exterior graphics, but ultimately decided the poor schmuck should be homeless. (At least he's not in a van down by the river.)





 **IRON CLOGS**



MERCHANT

HERB	40S
PURITY HERB	20S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
DRAGONFLY WING	100S

SALVIAN DESERT



STATUE

ALTHENA'S SPRING ENT

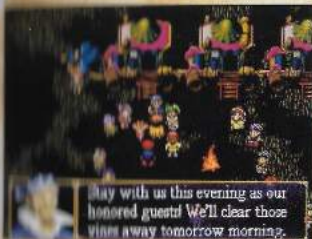
 **LIFE JEWEL**



STORYCHECK

SAME OLD SONG AND DANCE

After hacking and slashing through the Illusion Woods, Hiro & Co. enter a clearing and stumble into a dance party already in progress. One animation sequence (see *Jean Gettin' Jiggy* on page 132) and a bit of exposition later, you're instant friends with the caravan's star dancer. Talk to the amusing



▲ We've got tonight...who needs tomorrow? Let's make it last...let's find a way!

performers and then chat with Giban, leader of the troupe, who explains that the path to the Madoria Plains is blocked by a thick tangle of vines. Giban invites Hiro and his buds to spend the night and help clear away the vines in the morning, and they quickly accept. Jean walks off to cool down, but Ruby suggests following her. Hey, why not? There aren't any stalking laws in the world of Lunar! Walk northwest from the clearing to the Valley View, where Jean is enjoying the cool breeze.



▲ Jean (a green-haired, skinnier version of Paula Abdul) shakes her groove thang as you arrive in the Clearing.

STORYCHECK

SMASHDANCE (WHAT A FEELING)

Talk to Jean and ask her three questions ("What **IS** the caravan, exactly?", "How long have you been dancing?", and "What song were you dancing to?") in any order. After giving you her answers, Jean asks Hiro what he's doing in the Woods so late at night. When Ruby mentions that Athena's Guard is after them, Jean is shocked into silence. Talk to her again and she explains that the Guard and the Chosen are constantly harassing her caravan. She welcomes everyone to stay with her, but Hiro explains that he has to get Lucia to Pentagulia.



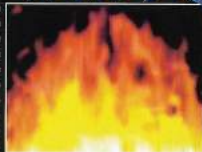
▲ The moral of the story: do *not* use Muscle Gro on your Venus fly trap.

Jean compliments them on their positive attitudes—and then, out of nowhere, poor Lucia is snatched by a giant green tentacle! Jean reflexively leaps at the tentacle and smashes it with some fancy martial-arts moves...then seems strangely saddened by her actions. She makes Hiro & Co. swear not to talk about what they saw, and then runs away to her caravan car, where she has a vivid flashback about a masked man who mentions the Cult of the Shadow Dragon. As the flashback ends, Jean mutters to herself: "That part of my life is over. I'm a dancer now. A dancer..."



▲ The unasked question #4: "Are you a private dancer? A dancer for money?"





EXT. CARAVAN CLEARING (NIGHT)

FADE IN on a CLOSE-UP of a RAGING FIRE. The Illusion Woods are completely silent, except for the HISSING and CRACKLING of the blazing firewood.

The noise of the flame is suddenly drowned out by "OASIS ROSE," a lilting tune written for medieval instruments (woodwinds, drums, lutes).



CUT TO CLOSE-UP of the merry musicians.

CUT TO CLOSE-UP of an ornate DANCING FAN, being twisted and twirled by a tanned HAND.

CUT TO a shot of a caravan car, where we see the SHADOW of the fan dancer.



CUT TO a shot of Lucia, Hiro, and Ronfar, who watch the dancer with varying degrees of interest.

CUT TO CLOSE-UP of the dancer's FEET, as she stomps the stage.

CUT TO CLOSE-UP of the fire. The fan dancer is barely visible behind the flames.



CUT TO CLOSE-UP of the dancer's FEET, which continue to move with the music.

CUT TO CLOSE-UP of a LUTE, its strings being furiously STRUMMED.

CUT TO CLOSE-UP of the dancer's FEET and quickly PAN UP to her FACE as she strikes a pose at the end of the song. She has beautiful green hair and olive skin. Her eyes are closed and her mouth is curled upward in a cocky grin; she knows that she just put on a wonderful performance.



CUT TO a long shot of the dancer, with a large crowd gathered around the stage. The crowd APPLAUDS and CHEERS, with several spectators giving the dancer a standing ovation.



CUT TO CLOSE-UP of Lucia, Hiro, and Ronfar. Hiro, Ruby, and Ronfar are clapping and smiling, while Lucia looks on with her mouth agape.

RUBY

Wow! That was amazing! She's the most skillful dancer I've ever seen!



CUT TO CLOSE-UP of the dancer, who hears Ruby's comment, opens her eyes, and turns to face the camera (which is from Hiro's POV).

DANCER

Well, thanks! Say, I haven't seen you here before! Are you visiting? Well, my name is Jean. I'm the star dancer!

FADE OUT.



STORYCHECK

CLEANED AND JERKED

The morning after Jean's heroic actions, Hiro and Lucia are standing near a caravan car, prying the sleep-boogers out of their eyes. Ronfar shows up, and Ruby notices that he's looking especially bright-eyed and bushy-tailed. Ronfar says it's all thanks to a good soak in Althena's Spring, and Hiro decides to sample the soothing waters for himself. Walk east to the Spring entrance and go inside (after cracking open the well-concealed chest for a Life Jewel), then go through the west door. Hiro and Ruby leave a confused Lucia behind and start getting wet. But the happy-fun time is interrupted when Lucia decides to join Hiro (see *Althena's Spring* on page 134), oblivious to the fact that her, uh, stuff is on full display. Bathtime comes to an abrupt conclusion as Ruby tries explaining to Lucia why wandering



▲ The unusually cheerful bouncer of Althena's Spring sets forth the rules of bathing.



▲ "And if they're not, I'm sure you'll eventually recover from the emotional trauma!"

around naked in front of easily excitable young men is a bad idea, but Lucia isn't getting it. (God bless her!) Walk back outside after making a quick dash into the men's spring to take the **Iron Clogs**.

As you're walking back to the caravan clearing, the ground shakes and shudders, and a piercing scream fills the air. Oh, that can't be good! Hiro and Co. dash into the clearing, where they watch in horror as a grotesque group of giant green tentacles—similar to the one that snatched Lucia the previous evening—erupt from the earth and grab several of the hapless entertainers, including Giban. Hiro and Ronfar quickly decide to drop down the largest hole and rescue the endangered carnies.

STORYCHECK

talk to Jean. You'd think she'd be the first in line to fight the monster, but she tells Hiro that she can't fight. She does, however, hand over a most convenient **Rope Ladder**. Hiro and Ruby try to determine why Jean's so reluctant to help, but she refuses to explain her reasons, and walks away. This pisses off the normally unflappable Hiro. He tells



▲ "I would, however, like to know how you fit that Rope Ladder into your dress."

Jean that he frankly doesn't care about her secrets; he just wants to save the lives of her friends. Jean seems like she's about to change her mind...but then she returns to sulking. Fine!

Walk up to the edge of the big ol' hole and Hiro lowers the Rope Ladder. Just as Hiro and the Gang are about to climb into the abyss, Jean *finally* comes to her senses and agrees to help them. About bloody time! Make your way through the tiny underground dungeon into Plantella's Lair.

JEAN JOINS



▲ Is the fact that Jean happens to have a Rope Ladder: 1) very convenient, or 2) a classic case of *deus ex machina*?



INT. ALTHENA'S SPRING

FADE IN on a CLOSE-UP of LUCIA'S FEET as she walks toward Hiro and Ruby.



CUT TO MEDIUM SHOT behind Lucia. Her bare bottom is barely covered by her blue hair.

CUT TO HIRO'S POV as Lucia approaches the spring, naked as the day she was "born."

CUT TO MEDIUM SHOT of HIRO and RUBY. Both of their mouths are agape as we slowly ZOOM IN on them.

CUT TO Lucia's feet as she enters the spring.



CUT TO Hiro and Ruby, still in utter shock, and continue to slowly ZOOM IN until the hilarious expressions on their faces are all we can see.

CUT TO Hiro's POV as Lucia walks up to him. Just before Lucia's most private of areas comes into view, RUBY ZOOMS downward with outstretched arms (and wings) to block Ruby's view.

RUBY (scolding)

Hiro, look away! You're being rude!



CUT TO REVERSE ANGLE, with Lucia in the foreground, Hiro in the background, and Ruby hovering in front of Hiro's face.

CUT TO a DRAGON STATUE, its gaping jaws disgorging a continuous stream of hot water into the spring.

CUT TO a SIDE VIEW of the trio, with Lucia on the left, Hiro on the right, and BRIGHT SUNLIGHT in the background.

RUBY (angrier than before)

I know Grandpa Gwyn taught you better manners than this!



CUT TO Hiro's POV. Lucia TILTS her head to the side, silently gazing at Hiro.

CUT TO CLOSE-UP of Hiro, with Ruby still flapping away in front of him.

HIRO (stuttering)

You're...you're on the wrong side, Lucia.



CUT TO Hiro's POV. He's staring at Lucia's legs, but the camera slowly PANS UPWARD.

CUT TO CLOSE-UP of Hiro's eye as it continues to wander up Lucia's body. Hiro supplements his ogling with orgasmic moaning.

CUT TO Hiro's POV. He's now staring directly into the promised land of Lucia's pendant-filled CLEAVAGE, but Ruby once again BLOCKS his voyeuristic view.

RUBY (angrier still)

If you can't shut your eyes, I'll do it for you!



Ruby starts wildly SCRATCHING Hiro's face, filling up his field of vision with YELLOW STREAKS as we...

FADE OUT.



Before entering Plantella's Lair to scrap it out, use the Order command to place Hiro to the far left and Jean, Ronfar, and Lucia to the far right. You want Hiro to absorb the brunt of Plantella's attacks, while speedy Jean and healing Ronfar stay out of harm's way.

Plantella has three forms in the battle, and each form has its own HP count. Forms #1 and #2 each have 300 HP, while form #3 has 1200 HP.

Hiro should attack with the Poe Sword on every turn, then use a regular attack if he runs out of MP. Ronfar should use Calm Litany if everyone's hurt, Saint Litany if someone's poisoned, or the mega-effective Anger Dice if no one's hurt. Jean should use the Moth Dance (which does slightly more damage than the Bee Dance) or an Herb if one character is injured, so Ronfar can roll the bones and potentially do 100+ HP of damage. An optional tactic is to have Ronfar cast Saint Litany on Hiro at the start of the battle, to keep him perky if he's poisoned.

PLANTELLA

ATTACK	15
ATTACKS	1
DEFENSE	75
AGILITY	30
SPEED	52
WISDOM	20
MAGIC END	35
RANGE	0
LUCK	1
HIT POINTS	1800
EXP POINTS	420
SILVER	0

Attack 1 In its first form, Plantella has but a single attack: it snatches one of your characters with a dangling tentacle and inflicts a powerful poisonous attack. It will also use this attack in its second or third forms, but not as frequently, since its attack repertoire increases with each new form.



▲ In its initial form, there's one action Plantella can take...



▲ ...which is to poison one of your characters.

Attack 2 In its second form, if Plantella's mouth is opening and closing, it's about to spit spores and cause mild damage to every party member. (This is kinda cool, as it triggers Lucia to zap Plantella's crotch and cause considerable damage.) If Plantella's mouth is closed, it's gonna use the tentacle grab.



▲ In its second form, Plantella learns a new trick...



▲ ...and hocks sharp loogies at everyone in your party.

Attack 3 In its third form, if Plantella is raising its left fist and its eyes are flashing, it's going to point at a character and blast him with a sharp root. This attack will slay the unfortunate target if he isn't completely healed up.



▲ In its third and most bodacious form, Plantella will...



▲ ...blast an unlucky target with a razor-sharp root.

Attack 4 In its third form, if Plantella's eyes are flashing and it's spreading its arms wide, it's going to use the spore-spit attack. And if Plantella's eyes aren't flashing at all, it's going to use the tentacle grab.



▲ Plantella's other attacks in her third form are familiar.



▲ Here, for example, is the shower of spores.

STORYCHECK

AU REVOIR, CARNIES!

When Plantella croaks, Jean's friends gather 'round and drown her in a river of thanks. She graciously accepts their compliments, and is happy that she was able to use her skill for a good cause.

After everyone has climbed out of the hole, talk to the performers, and then chat with Jean. She thanks Giban for taking care of her, and declares that she's leaving the caravan to confront her dark past. Giban takes the news surprisingly well; he tells Jean that the caravan is her family, and that she'll always be welcomed back with open arms. Awww. Talk to the various carnies and allow Jean to bid them farewell. Make extra-sure to chat with the woman next to the path to the Madoria Plains, who gives you **Jean's Bromide 2**. Two down, twenty to go! Walk north of the Woods and then hike east to Takkar.



▲ "That was a load of crap. I'm afraid. Now get out of here, and don't let the door hit you in the butt on the way out!"



RETROCHECK

PLOT EXPANSION

Some of the most drastic changes to the PlayStation® version of *LUNAR 2* are in the Illusion Woods, where the plot has been considerably expanded. Here's what happens in the SEGA CD version: you walk into the caravan clearing, you meet Jean, Plantella attacks, and Jean immediately joins you. The sequences of Jean cooling down on the cliff, Jean's flashback to the Shadow Dragon Cult, Hiro and Lucia at Althene's Spring, and Jean's hesitation to join with Hiro are all PlayStation®-exclusive events. The reason for the additions is obvious: in the SEGA CD version, Giban and the other performers were captured so soon after meeting them



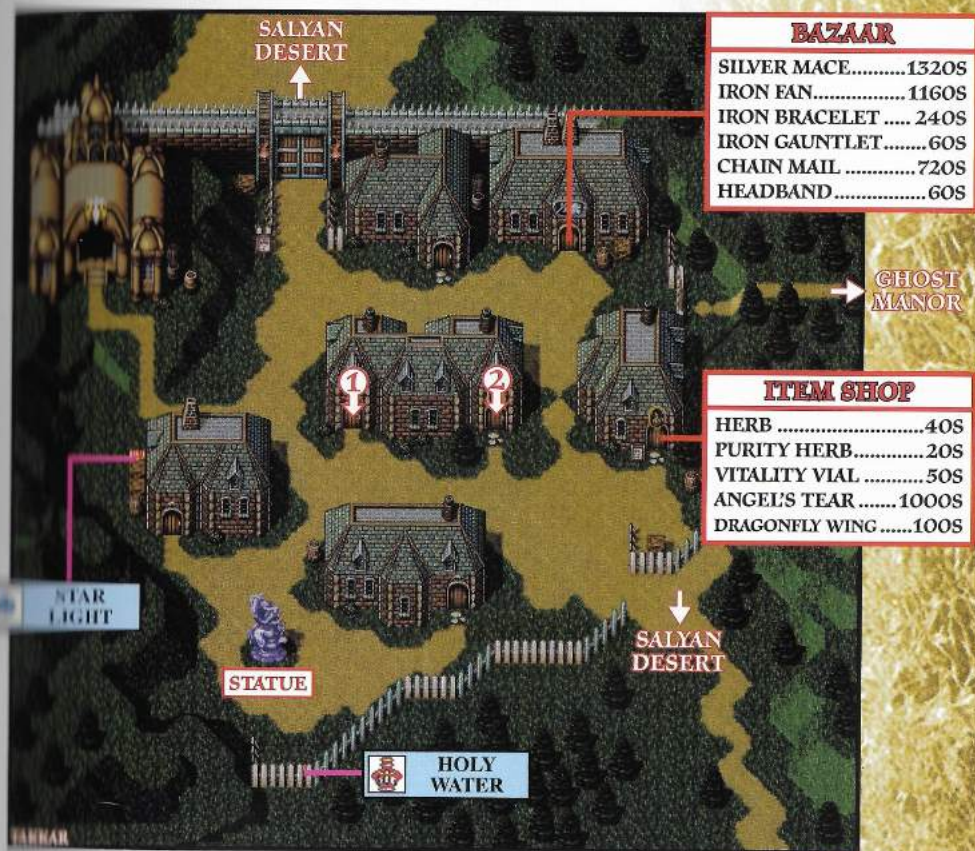
▲ "Hi, I'm Jean, nice to meet y—hey, my friends just got swallowed into the earth! Let's go save them, okay?"



▲ While Jean apparently carries a Rope Ladder with her at all times, she doesn't have a plank in her pocket.

that you frankly didn't care what happened to them. It also made little sense for Jean to join your party without even knowing you. The expanded plot points give you an emotional investment in the survival of Giban and the others, and Jean's hesitation to help is a much more interesting plot point.

Plantella's Lair is only two maps in the PlayStation® version, but a full-fledged dungeon in the SEGA CD version. There's even a point in the latter where you come across an impassable chasm. Jean returns to the caravan and brings back a huge wooden plank (!) so the party can cross the gap.



STORYCHECK

After chatting with the fine folks of Takkar, go into the Takkar Bar and speak to the hooded woman at the spooky table. She invites you to take a test for entry into the Magic Guild, and tells you that Takkar's north gate is closed. Follow the hooded hoochie outside and speak to the gate guard (after talking to folks around the village; the hooded girl will spy on several of your conversations).

Despite everyone's best efforts, the gate guard refuses to let Hiro & Co. through. The hooded chick, who (again) eavesdrops on your conversation, interrupts to tell you about a secret mountain pass that leads to Nota—and the haunted mansion halfway through. Make sure everyone is duly equipped, then talk to the hooded girl, who's waiting for you at the wooden fence on the east side of town. Walk through the gate to the Mountain Pass, as the hooded chick takes a shortcut to the mansion.

ROBED ROGUE



▲ The mysterious woman doesn't exactly fill you with confidence.



TAKKAR MT. PASS



MONSTERS



BANSHEE FOWL
(P. 64)



DEATH WORM
(P. 64)



MUD CYCLOPS
(P. 64)



RUFUS
(P. 65)

You'll only encounter the Death Worm once, and the Banshee Fowl and Mud Cyclops are more annoying than dangerous; only Rufus and his lightning-bolt attack are truly harmful. Be careful to conserve your MP and Star Lights, because there's no statue of Althena to restore your strength; you have to make your magical energy last throughout the Ghost Manor.

MONSTERS



KNUCKLE BUSTER
(P. 65)

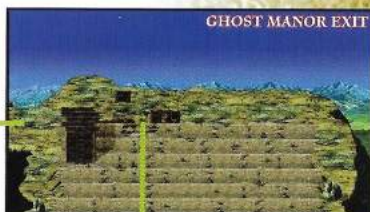


ROLLING IMP
(P. 65)

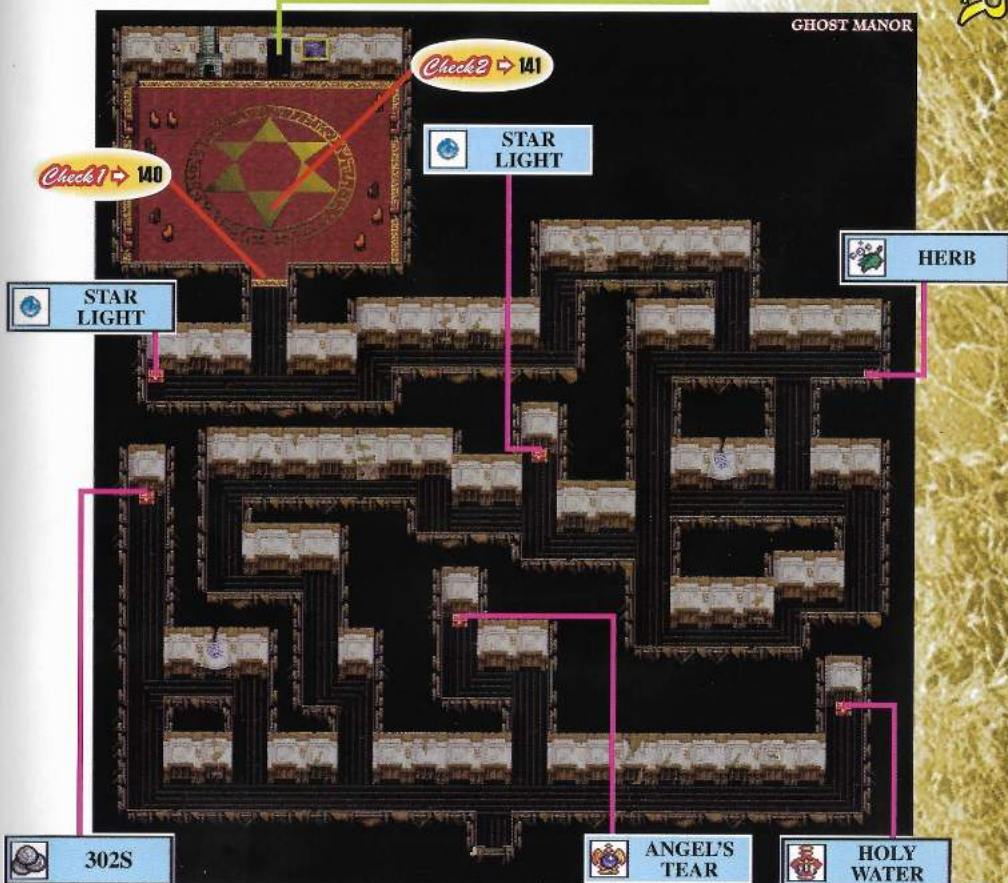


SUSIE DEATH
(P. 65)

Tempted as you might be to explore the entire Manor, you need to use your MP sparingly, because you'll be casting spells-a-plenty in the Manor's final room. Take the most direct (and least monster-infested) route through the creaky building, fighting only the corridor-blocking Knuckle Busters.



GHOST MANOR



Before entering the final room of the Manor, use the Order command to place Jean to the far left and everyone else to the far right. You want Jean to distract the Magic Tester, and absorb his nastiest attacks, while the other characters do their thing.

As with Plantella, the Magic Tester has three forms. The first form has 1100 HP, the second (armless) form has 900 HP, and the third (legless) form has 700 HP.

Hiro should attack with the Boomerang, to which the Tester is deliciously vulnerable. **Ronfar** should use Saint Litany on Jean at the start of the battle, then a healing spell if someone's wounded, or the mega-effective Anger Dice if no one's hurt. **Jean** should use the Moth Dance, which does the most damage for the least MP cost.

If you're still having problems with the Tester, try wimping out with AI; we were able to win the battle at least half the time by letting the PlayStation® do all the work.

TESTER LXI

ATTACK	90
ATTACKS	1
DEFENSE	90
AGILITY	30
SPEED	30
WISDOM	30
MAGIC END	3
RANGE	30
LUCK	10
HIT POINTS	2700
EXP POINTS	1080
SILVER	0

Attack 1 In its first form, the Tester has two attacks. If its mouth is opening and closing, it's preparing to blow a stream of big bubbles on one character, causing mild damage and possibly putting the targeted character to sleep. The Tester can call upon this attack in all three of its forms.

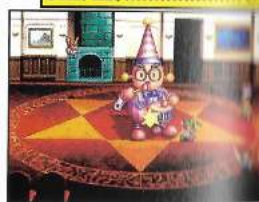
Attack 2 The Tester's other potential attack in its first form is tipped off by the spinning key in its back. The Tester walks up to one character and bangs the drum not-so-slowly, causing serious physical damage and temporary hearing loss.

Attack 3 In its second form, the Tester will call upon either the bubble-stream (if its mouth is chompin') or a new attack, in which it jumps into the air and smashes into a character, causing damage to the target and anyone else unfortunate enough to be within range.

Attack 4 In its third form, the Tester has two attacks. When its mouth is yappin', it's going to use the bubble-spit (yawn). When sparks are flying out of its mouth, it's getting ready to use its most powerful attack, in which it zaps everyone in front of it for heavy damage. Ouchie!



▲ When the Tester's key is cranking away...



▲ ...it's about to play a drum solo on someone's head.



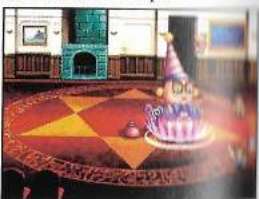
▲ When the Tester blows its magical bubbles...



▲ ...one of your characters is about to take a nap.



▲ When the Tester is standing motionless...



▲ ...it's about to launch into the air and squash a character.



▲ When the Tester is coughing up sparking loogies...



▲ ...it's about to blast every character on the screen.

After you thrash the Tester, the hooded figure reveals herself to be Lemina AUSA, a magic-using blonde from the once-fabulous city of Vane. She's pissed that you destroyed the Tester, but she's impressed by your magical skills. Wanting you to help restore her hometown to its former glory, she decides to join your party. Hey, why not? She casts a mean spell, and she's pretty cute, too (as Ronfar notices rather quickly).

Leave the Manor and walk west to a cliff, where Lemina busts out a magic carpet and offers to give everyone a ride. Go ahead and walk onto the carpet—but only after leaving the cliff to prompt an amusing insult from Lemina, and talking to Lemina for another comment. One very bumpy ride later, you're at the base of the cliff. Use the statue of Althena to heal up, then walk west to the Bandit Butte.



▲ Whew. I was afraid she was about to confess that she isn't a natural blonde.



▲ Two seconds later, Ronfar pinches Lemina's butt, with tragic results.

ANIMECHECK

LOONY LEMINA

INT. GHOST MANOR

A HOODED WOMAN leaps from the wreckage of the MAGIC TESTER which Hiro and his friends have just destroyed. She's definitely not happy.

HOODED WOMAN (yelling)

You IDIOTS! You've totally destroyed my mega Magic Tester!

FADE IN on CLOSE-UP.

HOODED WOMAN (sighing)

I guess you DID pass...

The woman starts SPINNING, and casts off her hooded cape, which goes FLYING out of view. We ZOOM OUT during the woman's spiral, and HOLD when she's facing the camera. A brilliant background of STARS appears behind her as she speaks:

WOMAN (excited)

Tah-dah! Congratulations! You're a winner!

CUT TO REACTION SHOT of Hiro and the others. They don't know what to make of this truly bizarre chick.

CUT TO CLOSE-UP of the woman.

WOMAN (still excited)

My name is Lemina AUSA. You have now officially passed the entrance exam of the Magic Guild! Ha! Did I surprise you?

FADE OUT.



MONSTERS



KILLER BUZZ
(P. 65)



KILLER SHROOM
(P. 65)

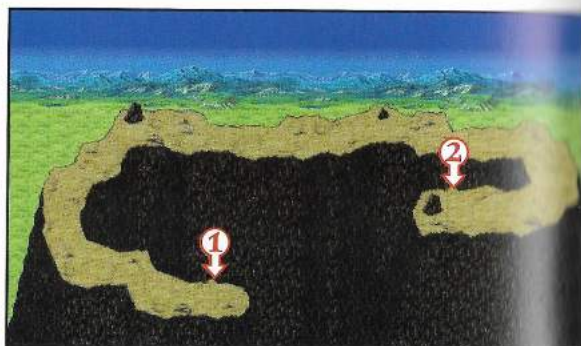


MANEATER
(P. 66)

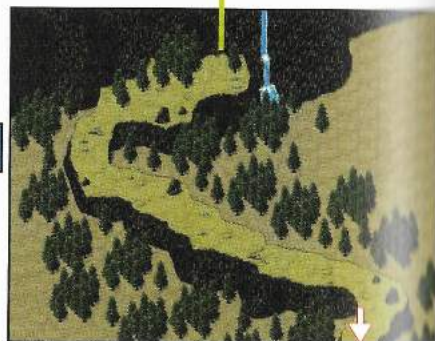


PARASITE
(P. 66)

While there are no bandits to be found on the misleadingly-named Butte, there are four species of fairly powerful critters to fight. All of them are vulnerable to Fire and Water, and your newest party member just so happens to have both Fire and Water spells at her disposal, so take full advantage. After you conquer the Butte, make your way to East Nola.



**KATARINA
ZONE**



**SARGON
DISTRICT**

LUNATIC PARADE

(My name is Lucia.)

(Today, I have traveled to the desert town of Larpa.)

(But I am unfamiliar with this place, and it is easy to become lost. So...)

I will ask a local to be my guide!

Hey! You there! Please show me around!

"Local"?

What a horrible actress! You can tell she's practicing her lines on us!

Uh, Hiro? Shouldn't we be leaving?

Art: Akari Funado
Story: Kei Shigema

Wh...where would you like to go first?

CUSE ME?!

Are you okay, Ruby?
You don't look too hot...uh, so to speak.

Oh, you THINK you're funny.

HIRO! What's WRONG with YOU?! Can't you tell this girl is a weirdo?!

LOUGH!!

Why are you being such a dummy?! You think she's cute, don't you?! You have a crush on a total stranger, don't you?! Shouldn't you find out who she is before you waste our entire day leading her around?! And don't you have anything to say?!

I have never seen a pink flying pig before! Where did you find it?

Hal No, actually, she's a cat. She SAYS she's a baby Red Dragon, but--

Lunatic Parade is a serialized comic strip which originally appeared in various 1994 issues of the Japanese videogame magazine *Megadrive Fan* (with the wonderfully Janglish subtitle "Hyper Exciting Visual Game Magazine"). While it features the main characters of *LUNAR 2: Eternal Blue COMPLETE*, the extremely silly events which unfold in the comic have nothing to do with the storyline of the game. Consider *LP* to be an alternate-reality version of *LUNAR 2*, if you will...and in the words of Shoji Murahama, let's enjoy!



...but I will have a sautéed sandshark steak, a bowl of pickled Salyan cactus, and a bottle of chilled West Notan wine.







RETROCHECK

PLAINS AND PHANTOMS

In the SEGA CD version of *LUNAR 2*, the Salyan Desert ended and the Madoria Plains began when you left the Illusion Woods. In the PlayStation® version, the Salyan Desert doesn't end until you've left the Bandit Butte.

And speaking of the Butte: in the SEGA CD version, you encounter a boss at the Butte's halfway point. He's called the Phantom Sentry, and he's armed with a pistol (a major anachronism, even in a game with a Bill Clinton reference). Why was the Sentry removed? Most likely because it's a battle which is wholly unexpected, and which distracts from the main narrative. Besides, you just fought a boss in the Ghost Manor, and fighting *another* boss so soon afterward is more annoying than challenging.



▲ The Phantom Sentry nails every character with a super-cheap "Jerk Shot" at the start of the battle.

STORYCHECK

When you attempt to walk across the bridge linking East and West Nota, you're cut off by Lord Leo and the *Destiny*. You automatically scurry back into East Nota, where Jean sums up what you have to do: travel to the Carnival and use the Magic Arrow to launch yourself over Nota. (This sounds like a plan Rube Goldberg would come up with...)

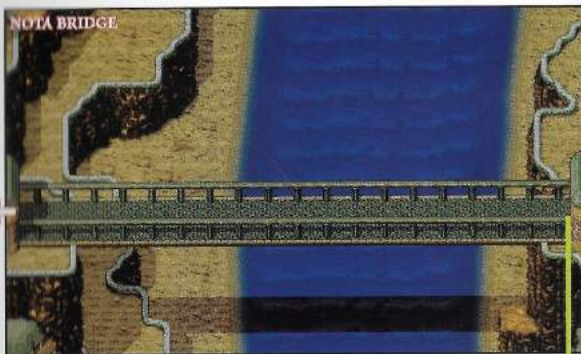


▲ "While I admit to a fondness for the Macarena, I have decided that you shall do the Hustle!"

BRIDGE BLOCKADE



▲ Hey, we don't want to hear about Giban's kinky gadgets! We just want to get past the bridge!



ITEM SHOP

HERB	40S
PURITY HERB	20S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
DRAGONFLY WING	100S

ARMOR SHOP

IRON SHIELD	300S
FLARED DRESS	720S
SILVER ROBE	680S
IRON HELM	150S
SILVER BANDANNA	240S

WEAPON SHOP

BROADSWORD	1240S
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GAUSS'S NECKLACE

NOTA'S HOUSE

SILVER LIGHT

STATUE

KATARINA ZONE

EAST NOTA

CARNIVAL CART 5



ANGEL'S
TEAR

Laugh,
damn you! Laugh
yourself silly at me
and my big ball!



NORTH CARNIVAL

MERCHANT

BROADSWORD	1240S
IRON SHIELD	300S
FLARED DRESS	720S
SILVER ROBE	680S
IRON HELM	150S
SILVER BANDANNA	240S
HERB	40S
PURITY HERB	20S
ANGEL'S TEAR	1000S
DRAGONFLY WING	100S



SOUTH CARNIVAL

STATUE

KATARINA
ZONE

HOLY
WATER

You know,
it's much cooler
when I shoot flames
out of my butt.



HALL OF CHANCE

You can place bets of 10S, 50S, or a whopping 10,000S in the Hall, where you bet odds or evens and roll the bones. The dice-roller has special comments after you've gambled more than 20 times and more than 100 times; he also says special stuff when you've won a million S (shyeah, right!), when you've won 75% or more of your wagers, or when you've lost 75% or more of your wagers.

STORYCHECK

DRESS-UP AND MESS-UP

Talk to everyone in the North Carnival area, leaving Giban for last. Leo shows up in mid-conversation, but he's thrown off the scent by Giban's smooth talking. Giban points out that Lucia needs a less conspicuous outfit, so Jean, Lemina, and Ruby herd the fashion-senseless visitor from the Blue Star into the center carriage. You're now in control of Hiro and Ronfar. Take the two of them to the center carriage for



▲ Leo looks Hiro and the Gang on a flying carpet flight to the Mystic Ruins.

a bizarre fashion show, which ends with our boys getting heavily busted. (See *Fashion Victim* below, and *Punched-Out Pervs* and *Lucia's New Clothes* on page 150.) Talk to Giban again, then chat with the old man next to the Magic Arrow. Leo returns to the scene, and you automatically scurry into the Arrow to make your escape. Alas, Leo fudges up the aim, so that instead of flying over Nota, you're catapulted to the top of an ancient structure called the Mystic Ruins. Whoa!



▲ Ronfar enjoys the view (and just where are his hands, by the way?) while Hiro tries to block his peep.

ANIMECHECK

FASHION VICTIM

This scene is a MONTAGE; each of Lucia's three costumes is shown in full as the camera PANS from her legs to her head. We start with COSTUME #1: a hideous (and BRG) green-and-yellow dress, topped off with a green bow in Lucia's hair. Lucia hikes her skirt during the pan.

LEMINA (V.O.)

Oh...that's DEFINITELY not you, Lucia.

RUBY (V.O.)

But I think the bow's kinda cute!

JEAN (V.O.)

Next!

COSTUME #2: a swashbuckling blue pantsuit, complete with a fake brown moustache for Lucia. The moustache falls off at the end of the pan.

RUBY (V.O.)

Shyeah! No way!

LEMINA (V.O.)

Yeah! Too far west!

JEAN (V.O.)

NEXT!

COSTUME #3: a garish red-and-yellow clown outfit, accented by rag-dolls in the pockets. Lucia holds balloons in one hand and lollipops in the other.

LEMINA (V.O.)

Next year's fashion rage!

JEAN (V.O.)

That one's not TOO bad! Are your suckers for sale?

LUCIA (clueless)

Do you...think this is really my color?

JEAN (V.O.)

No! We were just joking!

As the girls laugh themselves silly at poor Lucia, we FADE OUT.



ANIMECHECK

PUNCHED-OUT PERVS



EXT. MADORIA CARNIVAL

In a series of RAPID CUTS, we see HIRO and RONFAR being PUNCHED directly in their perverted pusses.

LEMINA (V.O.)

Beat it, you perverts!

In the final CUT, we watch Hiro and Ronfar FLY into the air, propelled by the force of Lemina's fisticuffs. Ronfar's TWIG drops out of his mouth and drops off the bottom of the screen as he and Hiro eventually disappear, complete with a TWINKLE and goofy SOUND EFFECT. FADE OUT.



ANIMECHECK

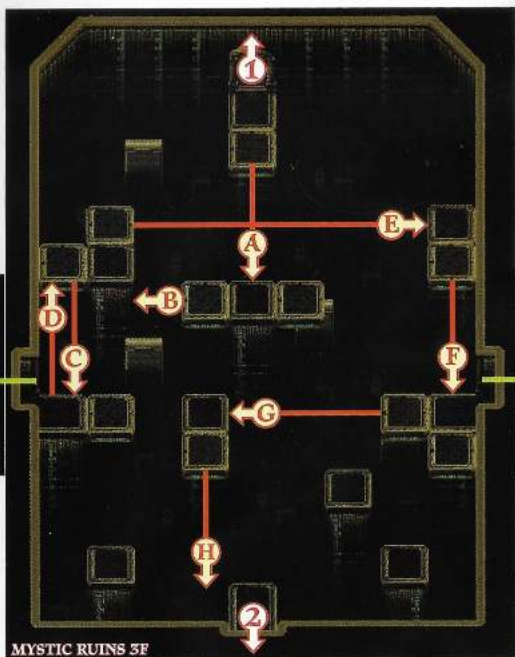
LUCIA'S NEW CLOTHES



EXT. MADORIA CARNIVAL

The entirety of this short scene is a slow upward PAN from Lucia's leather SHOES to her lovely FACE. Her outfit is casual, yet elegant; functional, yet stylish. And check out those long, luscious legs! Have mercy!





MYSTIC RUINS 3F



▲ Game Arts' original graphic design for the Ruins Recording Room (seen above) was based on the SEGA CD version, but the developer eventually went with an entirely new look.



MYSTIC RECORDING ROOM



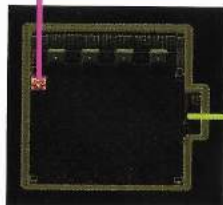
MYSTIC RUINS TOP



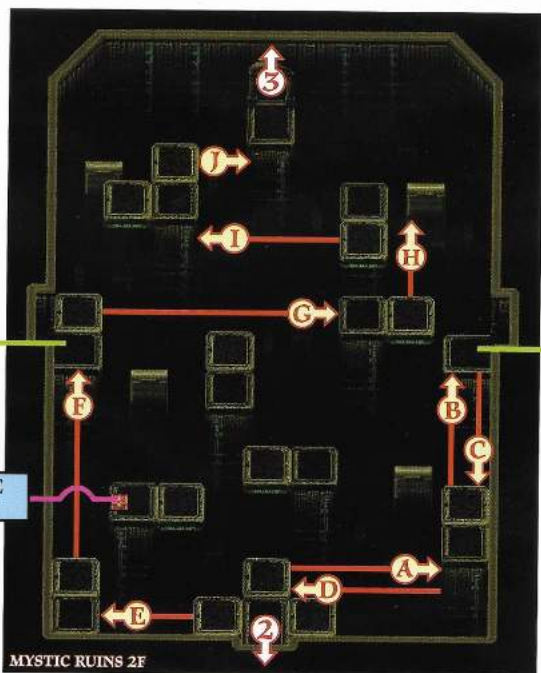
DREAM CREST

MONSTERS	
	
DARK KNIGHT (P. 66)	MASQUERADE (P. 66)
	
PERSONA (P. 66)	REFLECTOR (P. 66)
All of these foes are brutal, but the Persona, with its "masking" attack, is especially nasty. Walk across the platforms in the proper order (from A to, uh, not Z) to avoid excessive combat.	

STAR
LIGHT



FLAME
STAFF



MYSTIC RUINS 2F

MY NEW SECRET GARDEN



KATARINA ZONE

STAR
LIGHT

152

MYSTIC RUINS

LUNAR 2: THE OFFICIAL STRATEGY GUIDE

SHATTERING THE SEAL

Walk toward the strange symbol at the top of the Ruins. Lucia detects a magical seal (which the doubtful Lemina can't pick up at all) and uses her own bitchin' powers to break through the barrier. An astonished Lemina says that Lucia's spell was so old and powerful that only the Goddess herself has the ability to use it. Lucia brushes off Lemina's reaction and urges the party to enter the Ruins. Walk onto the seal and you teleport into the Ruins Recording Room.



▲ "This is a very old magic. I doubt that any humans could detect it."



▲ Lemina is blown away by Lucia's display of magical power.

Check 2

As you enter the Recording Room, Ruby notices the strange gizmo in the center of the chamber, and Hiro notices the ancient writing on the gizmo. The multitasking Lucia walks up to the gizmo and activates it, which triggers the presentation of a dramatic movie clip. (See *Recorded History* on page 154.) Lucia wants to know who kept the records, and how they were obtained—and her question is immediately answered by a very bad man. (See *The Entrance* on page 155.) He issues a few words of warning before disappearing and leaving everyone extremely creeped out.



▲ "I shall begin by going to (www.magical-information.com)..."



▲ "Because I'm a star, baby! A bright, shining star!"

Check 3

The entrance door to the garden of the Mystic Ruins is magically sealed, just like the symbol at the top of the Ruins, which means one of two things: Ghaleon is overly concerned about "locking in freshness," or Ghaleon doesn't want anyone entering this place. Leave the Garden and walk across the Plains to Nota, where a goofy event takes place. Skip to the Storycheck on page 155, yo.



▲ "Either that, or he bought magically-imbued bolt cutters at Home Depot."



▲ "...end of the world as we know it, and Ruby feels fine."



This animation is a MONTAGE in which every scene has a SEPIA TONE, an unobtrusive indication that the events being shown took place long ago. A dirge-like THEME accompanies the montage.

SCENE #1: The MAGIC EMPEROR stands up and SPREADS his cape, revealing his magic armor and his immense size. (This clip, along with every scene in the montage, is taken from one of the animation sequences in LUNAR: Silver Star Story COMPLETE.)

SCENE #2: We PAN UPWARD to the TWIN CANNONS at the top of the GRINDERY. The cannons ERUPT and blast two huge PROJECTILES into the sky. CUT TO the Magic City of Vane, which lobbs a massive SPHERE of energy at the Grindery. CUT TO a long shot of Vane and Grindery, each of which are struck by the other's attacks. CUT TO the Grindery; its treads are ruptured by the energy sphere. CUT TO Vane, which plunges from the sky and SMASHES into the earth.

SCENE #3: DRAGONMASTER ALEX glances upward. CUT TO Alex's POV and PAN UPWARD from LUNA's feet to her evil face. CUT TO Luna thrusting her arms heavenward, her mouth agape as if she was singing (or screaming). CUT TO Althana's Tower ripping itself out of the earth and soaring into the air.

SCENE #4: MAGIC EMPEROR GHALEON descends into frame and chuckles. CUT TO REVERSE ANGLE of Dragonmaster Alex. CUT TO CLOSE-UP of Alex. CUT TO CLOSE-UP of Ghaeleon.

SCENE #5: Althana's City tumbles out of the sky. CUT TO a wide shot in which a group of adventurers watch the City PLUNGE into the ocean and EXPLODE with a brilliant FLASH. As the flash slowly subsides, we...

FADE OUT.



ANIMECHECK

THE ENTRANCE

INT. MYSTIC RUINS

Hiro and his friends are stunned by the projection they just witnessed. (See RECORDED HISTORY on page 154.)

LUCIA

We must determine the keeper of these records, Hiro. We must know how they were acquired.

SINISTER VOICE (V.O.--laughing)
That was a record of my best work.

HIRO (startled)
Who's there?

CUT TO a pair of BOOTS striding down a dark HALLWAY.

CUT TO an angle behind Hiro and the others. They peer at the hallway, as we SLOWLY ZOOM IN.

CUT TO CLOSE-UP of the CHEST of the mystery man. CUT TO POV behind the man, looking out of the hallway at Hiro.

CUT TO CLOSE-UP of the hallway entrance. The SILHOUETTE of the mystery man appears as he speaks again:

SINISTER VOICE (V.O.)

Fortunately, I now have a chance to surpass it.

CUT TO CLOSE-UP of the man's face.

GHALEON

The world will once again be mine on a delicious half-shell...and you can't stop me, Lucia.

FADE OUT.



STORYCHECK

There's a small canyon between the Mystic Ruins and East Nota. As you pass through the canyon after exploring the Ruins, you're stopped by Lord Leo and the Dragonship *Destiny*. Aw, geez! This guy's more persistent than the "I want my two dollars!!" paperboy in the movie *Better Off Dead*. (I have officially made the most obscure pop-culture reference in Working Designs history. Thank you very much.) Leo demands that Hiro and the Gang surrender, but Lucia refuses, and Hiro & Co. back



▲ Hark, 'tis the ultimate RPG cliché: a triple ellipsis moment of silence.

her up (except for Lemina, who's much more interested in self-preservation than an honorable death). Leo warms up the Dragon Cannon, but just as he's about to fire, lightning strikes the *Destiny*'s deck. Althena's Guardsmen wet themselves, but Leo tells them to stand firm—just before he's char-broiled by a massive bolt. Lucia turns around and spots Ghaleon at the far end of the canyon. He smiles at his handiwork and disappears. Lucia turns around again, and the Guard retreats from the canyon. So...has Ghaleon become a good guy, or does he just have really bad aim? The answers are undoubtedly forthcoming.



▲ Here's a rare glimpse of the skeletal structure of *homo super-deformus*.

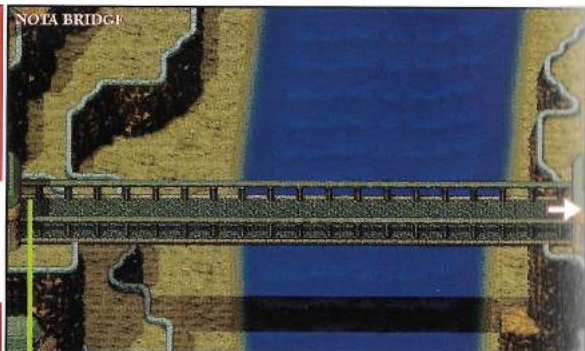
MOVE ALONG!

Check out the West Notan shops to upgrade your equipment, then head northwest to the chilly village of Zulan, 'cause this half of Nota is, like, boring and stuff.

WEAPON SHOP

SILVER SWORD 1600S
SILVER BRACELET .. 480S
SILVER GAUNTLET ..320S
IRON ARMOR..... 1300S
PRIEST CLOTHES 1150S
SILVER HAIRPIN 180S

NOTA BRIDGE



WEST
NOTA

LIFE
JEWEL

HEARTBROKEN

The blue-haired fellow next to this chest bemoans the fact that Romeo (the mayor of West Noto) and Julia (the daughter of the mayor of East Noto) are a couple. Pay attention to this dude, as he'll come into play *much* later in your quest.

PEASANT
CLOTHES

NOTA W. HOUSE



HERB

STATUE

WEST NOTA

KATARINA
ZONE

ITEM MERCHANT

HERB40S
PURITY HERB.....20S
CLEANSING WATER680S
VITALITY VIAL50S
ANGEL'S TEAR 1000S
DRAGONFLY WING100S

The best thing about having three mouths? That's a tough one...



...but I have to go with being able to make out with myself.

ITEM SHOP

HERB	40S
PURIFY HERB	20S
CLEANING WATER	680S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
DRAGONFLY WING	100S

MAYOR'S HOUSE 2F



MAYOR'S HOUSE 1F



PLATE ARMOR

WEAPON SHOP

GOLDEN MACE	2100S
RAZOR FAN	1800S

ARMOR SHOP

SILVER SHIELD	600S
FUR DRESS	1300S
FUR ROBE	1050S
SILVER HELM	360S
LUCKY BANDANNA	450S

STAR LIGHT

STATUE

KATARINA ZONE

KATARINA ZONE

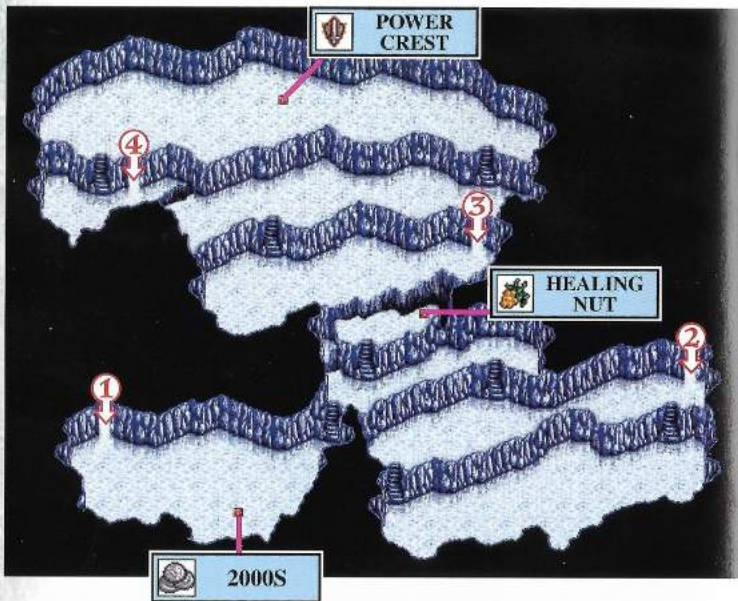
STORYCHECK

RESCUE? S'NO PROBLEM!

Walk up to the second floor of the Mayor's House and talk to the old codger. He explains that the raging snowstorm is being caused by a monster in the mountains above Zulan. A group of villagers tried to slay the beast, and failed (you can talk to several of them on the first floor of the house). The story gets worse; the mayor's baby granddaughter is deathly ill, and both of the child's parents, who went into the Zulan Mountains to retrieve a special healing grass, have disappeared. When the mayor begs for your help, choose "That beast is history!" to pledge your assistance. Lucia argues that you're wasting precious time, and ditches Hiro so she can continue her journey to Pentagula. How rude! Hiro runs downstairs after Lucia, but she won't be dissuaded. Hursh. Leave the Mayor's House and walk north into the Zulan Mountains.




It is called snowsprout grass, and while it doesn't taste very good, it has powerful healing properties.

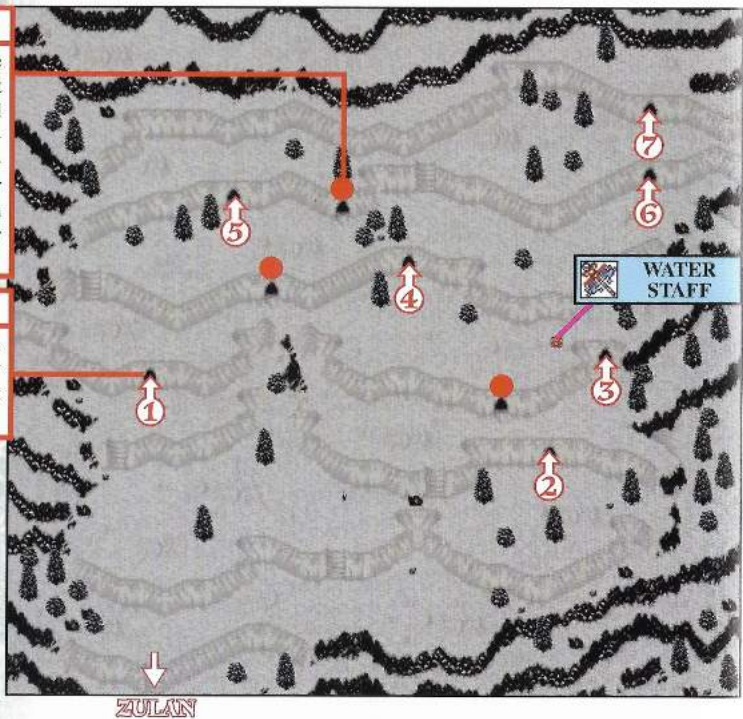


FROZEN FURY

The three caves which we've labeled with big red dots aren't passages into the interior tunnel of the Mountain; they're sleeping quarters occupied by monsters that leap out and attack after Ruby melts the ice. Fight 'em if you want the experience, or avoid 'em and make life easier.

ICE-B-GONE

To open up an icced-over cave, walk up to it and press . Ruby uses her toasty breath to melt the frozen wa-wa.



MONSTERS



ALBINO BABOON
(P. 67)



BARBARIAN
(P. 67)



RAZOR WOLF
(P. 67)



WYBURN
(P. 67)

If you haven't equipped your party with the latest and greatest armor (available in Zulan), the Mountain monsters will delight in smacking you around. Don't bother fighting any monsters you don't have to; just get up the Mountain and find the big ol' Missing Link at the top.



BARRIER
RING



PHOENIX
RING



Check! ➔



AVALANCHE!

When you reach the top of the Mountain, your party is buried under a tidal wave of snow. But just as Hiro is going into the light, he's revived by Lucia, who's had a change of heart. (She likes you, she really likes you!) After Hiro's back on his feet, walk north and talk to the various unconscious party members to revive them. Lucia restores everyone's HP and MP, so you won't need to burn any healing items. Once you've got the band back together, save the game and walk north to fight the Missing Link.

An important note about Lucia: from this point onward, she'll take a considerably more active role in combat, attacking enemy monsters, boosting characters' Attacks and Defenses, and even using healing spells on particularly weak party members.



▲ "Thanks, Lucia, but the only cure for a hangover this bad is to sleep it off."



▲ I would suggest screaming like a girl, but you've already got it covered, Ruby.

Before taking on the Missing Link, use the Order command to place Hiro to the upper-left, Jean to the upper-right, and the other three characters on the far right. You want Hiro and Jean to hold the Link's attention, and also to prevent the Link's potent punching attack (see Attack 1 below) from damaging more than one character.

Hiro should attack with the Poe Sword on every turn. **Ronfar** should use Calm Litany if everyone's ailing, Heal Litany if one character is injured, or the flaming Anger Dice if no one's hurt. **Jean** should use her regular Attack (since the Link is resistant to all of her magic), or an Herb if one character is injured, so Ronfar can roll the bones and do some sweet damage. **Lemina** should cast the Flame Shot spell on every turn. As long as you heal at the proper moments (see Attacks 2 and 3), this boss battle is nice 'n easy.

MISSING LINK	
ATTACK	130
ATTACKS	1
DEFENSE	0
AGILITY	40
SPEED	40
WISDOM	40
MAGIC END	30
RANGE	30
LUCK	7
HIT POINTS	2700
EXP POINTS	2600
SILVER	0

Attack 1 When the Link is beating its chest with its fists, it's going to punch one of your characters. The punch is so powerful that it has a good chance of paralyzing the unfortunate target. It also sends out shock waves that damage any characters within range of the target. Brutal!



▲ When the Link is being a macho beast...



▲ ...it's about to force feed you a knuckle sandwich.

Attack 2 When the Link is hunched over with its fists on the ground, it's preparing to unleash a primal scream and trigger an avalanche that sweeps from right to left across the screen, damaging everyone. Make sure that your heroes are healed up if the Link's about to use this attack!



▲ When the Link displays poor posture...



▲ ...it's preparing to slam you with a wave of snow.

Attack 3 When the Link is taking giant gulps of air, its arms outstretched, it's about to create a whirlwind of snow which shields it from all attacks, both magical and physical. Use this much-needed break-time to heal everyone up and prepare for the Link's next brutal attack. (If the Link starts a turn inside the whirlwind, it won't attack during that turn.)



▲ When the Missing Link is visibly inhaling...



▲ ...it's going to shield itself within a vortex of frigid oxygen.



STORYCHECK

After you defeat the Missing Link, you notice an unconscious person lying in a nearby pile of snow. Could it be the Mayor's daughter, Maria? Walk up to her and try speaking to her. Lucia revives the woman, who has a hard case of who-the-heck-am-I-tis. She's especially taken aback when you mention that the snowsprout grass she's clutching must be for her baby girl.

We smoothly segue to the upstairs bedroom of the mayor's house.



▲ How much you wanna bet this kid grows up to be a spoiled brat?

The grandbaby's fever has been broken by the snowsprout grass, but Maria still doesn't know who the heck she is. As you attempt to descend the stairs, Maria decides to come along with you and search for her "prince." The baby starts to cry, as if it realizes that its mommy is about to abandon it. Hiro and the Gang yell at Maria to comfort her baby, and she eventually gives in, cradling the kid in her arms and singing a lovely lullaby. The happy baby quiets down, and the delighted Maria decides to stay and care for the child until her memory returns. A wise decision! Leave Zulan and walk south to Meribia.



▲ "Nice try, honey, but you're still going downtown for misdemeanor drug possession. Book 'em, Hiro."

VOICES I

YUICHI MIYAJI: EXECUTIVE PRODUCER

On the production process: I know that it is my job as a producer to know whom to ask to do each task. I believe that is the most important thing. Generally speaking, in order to find out which person has which particular skill is very difficult. Especially when I am working on a big project, it is my responsibility to make these judgments. I think it is my job to figure out who should be in charge of what and who should be responsible for completing each part. If we work on a project several times, based upon my past experiences, I can make these decisions much easier. To supervise such a job is the main role of a producer. A producer is a job carried out behind the scenes. The artistic creator is the one who puts forth whatever ideas he has but the producer is more like the representative of the user or customer. It might be easier to understand to think of the producer as the representative of the LUNAR fans. When the creator puts forth his particular ideas, I quietly listen to the creator and then I might add, "Well...but (you know), the LUNAR fans might find it boring." To be able to make comments of this nature is the producer's job. And of course, the artistic creator also welcomes this kind of feedback. The creator is a person who always has a vision of what he wants but also has certain lingering doubts as to how his ideas will be received. So I always deal with them and try to collaborate with them so there are no hard feelings created in this process.

On LUNAR fans: Well, it is hard to say what kind of fans these people are, but I believe that they are not only LUNAR fans but they are also fans for many other games and animation. However, the LUNAR games have very strong story lines compared to other RPG games.



Fans call LUNAR games, "a game which left an impression on my mind" or "after playing the LUNAR games, I was thrilled about having my life to lead." It seems that LUNAR games have a positive influence on the fans who play it. The games we make, to be honest with you, don't usually have any strong stimulating effect with the user, but we try to deal with a good heartwarming story that appeals to an ordinary person's heart. In a way, I have been relieved to find that our games are so well received by people. These days there are so many outrageous stories involving peoples' deaths, etc., but rather than producing that sort of story, I have been pleased to see a story like ours, where a boy tries to rescue a girl...that sort of rather normal story was well received.

ARMOR SHOP

STEEL BRACELET850S
 PLAT. GAUNTLET650S
 SILVER ARMOR1920S
 PURITY CLOTHES..... 1800S
 PLAT. HAIRPIN360S

WEAPON SHOP

BASTARD SWORD 2450S
 PLATINUM FAN..... 2580S

ITEM SHOP

HERB40S
 HEALING NUT 200S
 PURITY HERB.....20S
 CLEANSING WATER.....60S
 VITALITY VIAL50S
 ANGEL'S TEAR 1000S
 DRAGONFLY WING100S
 STAR LIGHT2000S



DAGGER



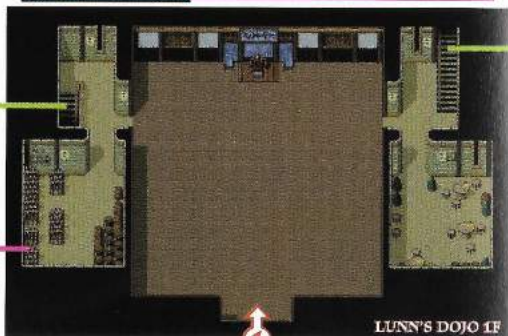
LUNN'S DOJO B1



LUNN'S DOJO 2F



EARTH
 CREST



LUNN'S DOJO 1F

KARAFINA ZONE



STATUE



LIFE
 JEWEL



HERB

STORYCHECK

As you enter Meribia, Jean mentions that this seaside city is the home of Master Lunn, the master of Blue Dragon Karate. Before heading for Lunn's Dojo, go to the Meribia Tavern and speak to the minstrel at the bar until he gives you **Jess' Bromide**. Now go to Ramus's Shop (next to the Armor Shop) and talk to Ramus's minstrel (the old man by the counter) five times. During the fourth conversation, he gives you **Lemina's Bromide 3**. During the fifth conversation, he mentions his theory that Ramus has more Bromides. Indeed Ramus does. Walk into the upper-left corner of the Shop and search the row of five barrels. The second barrel from

the left has **Lemina's Bromide 2**.

Enter Lunn's Dojo to interrupt a training session in which Lunn knocks out ten of his suckiest students at once. After the Master introduces himself, Jean asks for his help. After Lunn escorts you to the second floor of the dojo, enter his private chambers and chat with him. Remember the flashback Jean had after she saved Lucia from Plantella? Jean has an extended version, in which we see how she ended up with the caravan, and learn why she was so loathe to use martial arts. Talk to Lunn a second time and he asks you to research a possible link between the bandits of Taben's Peak and the Cult. Visit Meribia's shops to purchase new equipment, then leave Meribia and walk northeast to Taben's Peak.



"Yes, Lunn, it's real. It's a martial art of pain, darkness, and death. It's the art of the assassin."

▲ Jean really knows how to lighten up the mood, doesn't she?



"Come on! Show me your strength! Remember the vow you took when you begged me to take you in!"

▲ "But I didn't really believe that part about letting you beat the hell out of me three times a day!"

VOICES

KEISUKE SHIGEMATSU: SCENARIO WRITER

On his favorite writers: Well, one of them is the Japanese author, but I think he is translated to English (American), Haruki Murakami. I think that this author's work reveals something deep about the human psyche so I would like everyone to read his works. Also, personally, I like the newer horror type of story. I like Stephen King very much. I especially liked the book *It*. What is written in *It*, I like it very much and I would like everyone to read that book. Also, let me see...I forgot the name of the author who wrote *The Great Gatsby*, oh Fitzgerald. I think that Fitzgerald is wonderful. His view of the human condition, always has new insights that are being revealed. Right now, I really think that Fitzgerald is wonderful. Contemporary American writers are not too commonly translated into Japanese so I cannot read them but when available, I like to read them as much as I can. As far as image scenario, I think that the program *ER*, which is now broadcast in Japan, is very well made. The scenarios as contained in *ER* are something I watch and study and I learn a lot from them.

On the influence of movies: Just recently, *Star Wars* was showing and it really influenced me. Especially *The Empire Strikes Back*, the relationship between Leia and Han Solo, they like each other but they have a problem communicating that fact. At the end, when Han

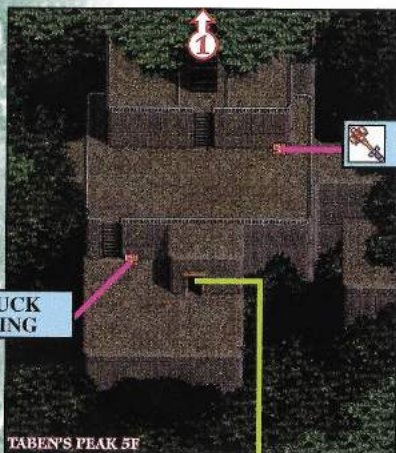
Solo was going to be frozen in carbon, Leia says "I love you" for the first time which she couldn't bring herself to say before that time. Since I am a writer, I was anticipating how Han Solo was going to reply. I was thinking to myself, as the writer, how would I reply? And the reply was "I know."

And I thought that was really well done. I was really impressed from it and I learned a lot. Of course, I watch so many other movies, and if I were to mention just one more it would be *My Fair Lady*. These two movies influenced me endlessly. I also believe that in America, you can also watch the Akira Kurosawa movies. I was greatly influenced by *The Seven Samurai* and *Yojimbo*.

Movies are watched by so many people, and there are differences in their knowledge and emotions but they are still made in a fashion so there is some universal enjoyment of the film. I think that is a very important thing to remember no matter what medium is used. It is a most difficult thing to achieve but to have a universal wide appeal—how can we have that? That is what I have been most impressed with in movies.



TABEN'S PEAK



**SPIRIT
MACE**



**LUCK
RING**

TABEN'S PEAK 5F

TABEN'S PEAK 4F



Check 2 → 166



STATUE



**LIFE
JEWEL**

Check 1 → 166

MERIBIA

VANE

TABEN'S PEAK ENT.

164

TABEN'S PEAK

MONSTERS



DREAM LEECH
(P. 67)



MAGIC HAT
(P. 67)



OCTO PLANT
(P. 68)



TORMENTOR
(P. 68)

You can outrun most of the monsters in Taben's Peak, but the catch is that you need to fight most of them if you want to open all the chests, several of which have very sweet items inside. Use the few magic spells which take advantage of the monsters' weaknesses. (The Magic Hat, who has no magic weaknesses at all, is easily the toughest critter of the group.) If you're really hurting, run back to the Statue; the monsters won't regenerate.



**THUNDER
STAFF**

TABEN'S PEAK 3F



**LEGENDARY
LID**



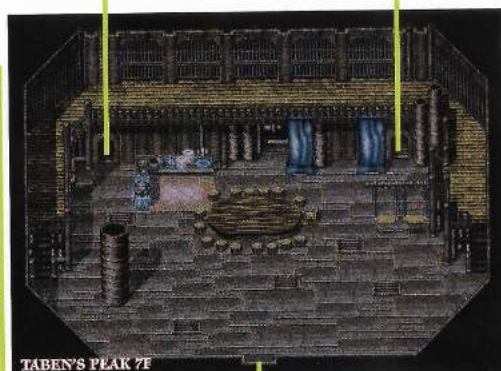
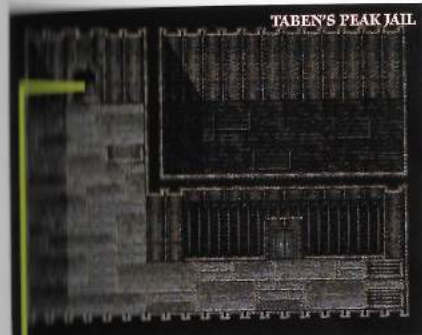
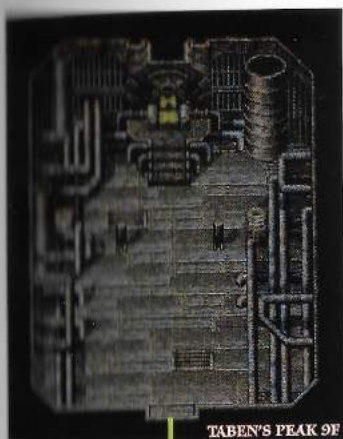
Check 2 → 166



HERB

TABEN'S PEAK 2F

LUNAR 2: THE OFFICIAL STRATEGY GUIDE



Check 1 ➡

The path to Vane is blocked by a barricade, so you walk along the northern path to search for a shortcut. Ruby spots a flying critter which looks exactly like her—except it's white instead of red. Ruby flies into the bushes to search for her albino clone, but instead, she finds a rude young man who calls himself Nall. (See *An Old Friend* on page 167.) The brash teen warns Ruby & Co. to stay away from Taben's Peak before bad things happen. After Nall's departure, Jean says she doesn't remember him from the Cult. Take Ruby's advice and follow Nall by climbing up Taben's Peak.



▲ Y'know, it wouldn't entirely surprise me if Ronfar was related to a monkey.



▲ Unlike a frightening ex-girlfriend of mine, Ruby doesn't like it rough.

Check 2 ➡

On floor 2F of Taben's Peak, and again on 4F, Hiro and the Gang are intercepted by a gang of little kids who call themselves the Taben's Peak Defense Squad. In the first encounter, they pelt your party with pinecones, and in the second encounter, they smash your sinuses with a pepperbomb. But wait—if these children were members of the Shadow Dragon Cult, wouldn't they be using more dangerous (and less goofy) attacks?



▲ Fortunately, Ronfar's ego will quickly recover from this cut-down.



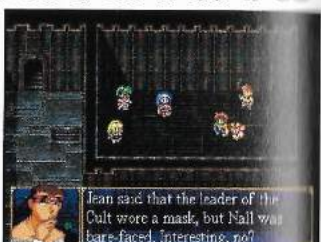
▲ It is Ronfar's firm belief that there are times when only profanity will do.

Check 3 ➡

Nall is waiting for Hiro & Co. on floor 6F of the Peak. During a heated exchange of words, he denies being the leader of the Shadow Dragon Cult, and accuses Hiro and Friends of being the Cultists! One signal-whistle and one surprise later, Hiro and his pals are snared in a net and thrown into a prison cell. Talk to Jean, Ronfar, Lemina, and Lucia in any order.



▲ Hey! We're not evil, we're just extremely misunderstood!



▲ When Ronfar isn't cracking wise, he's making astute observations.

When you've spoken to them all, the party automatically goes to sleep. The next morning, Hiro and Ruby are awakened by one of the Dragon Kids (as Nall called them). You're now free to explore the Peak.

STORYCHECK

HARVEST OF THE INNOCENT

Leave the Taben's Peak Jail and chat with Ronfar (who's showing off his cooking skills), Jean (who's dancing for a group of delighted kids), and Lemina (who's lazily sweeping the hallway on Floor 8F). As you approach the stairs to 9F, you overhear a conversation between Lucia and Nall. Go up the stairs and chat with Nall, who asks Hiro if Lucia is the Princess of the Blue Star. Hiro asks Nall how he knew where Lucia came from, but before the question can be answered, a loud scream from the playground gets everyone's attention. Return to Floor 8F and you rendezvous with Ronfar, Jean, and Lemina, who also heard the scream.

Walk out to the playground to find Nall confronting a group of warriors from the Shadow Dragon Cult. Each of the Cultists is holding an unconscious child,

and the leader of the group brags about how he plans to turn the helpless children into cold-blooded killers. When Jean arrives to beat the Cultists bloody, the leader recognizes her, and compliments her as a skilled student of the Fist. The Cultists run away, leaving a seriously stressed Nall behind. Talk to Nall after the kidnapping and he drags Hiro & Co. into his chambers to make them explain what the heck is going on. After the various tales have been told, Nall assigns them to invade the Cult's hideout in the Meribian Sewers. Nall also decides to hold a hostage to assure Hiro's cooperation, and he chooses Lucia. Hiro assures Lucia that he'll return soon.

On the way out of the Peak, you catch a bonding moment between Lucia and her troupe of tots. The li'l chillens teach Lucia how to hug and promise to teach her how to sing lullabies. Awww. Head for Meribia, and Ramus's shop.



▲ "I have an important question for you, Hiro. Is this girl really Lucia, Princess of the Blue Star?"



▲ "Duh! Because you'd beat us up, brat! Any other stupid questions?"

ANIMECHECK

AN OLD FRIEND

EXT. BASE OF TABEN'S PEAK

FADE IN on CLOSE-UP of Ruby, who's being held by her wings, and who's definitely NOT happy about it.

RUBY (screaming angrily)
Put me down this instant!
Who do you think you are?!

ZOOM OUT slightly. The FACE of the young BOY who's holding Ruby suddenly slides into view.

BOY (screaming triumphantly)
Ha! Gotcha, you little twerp!

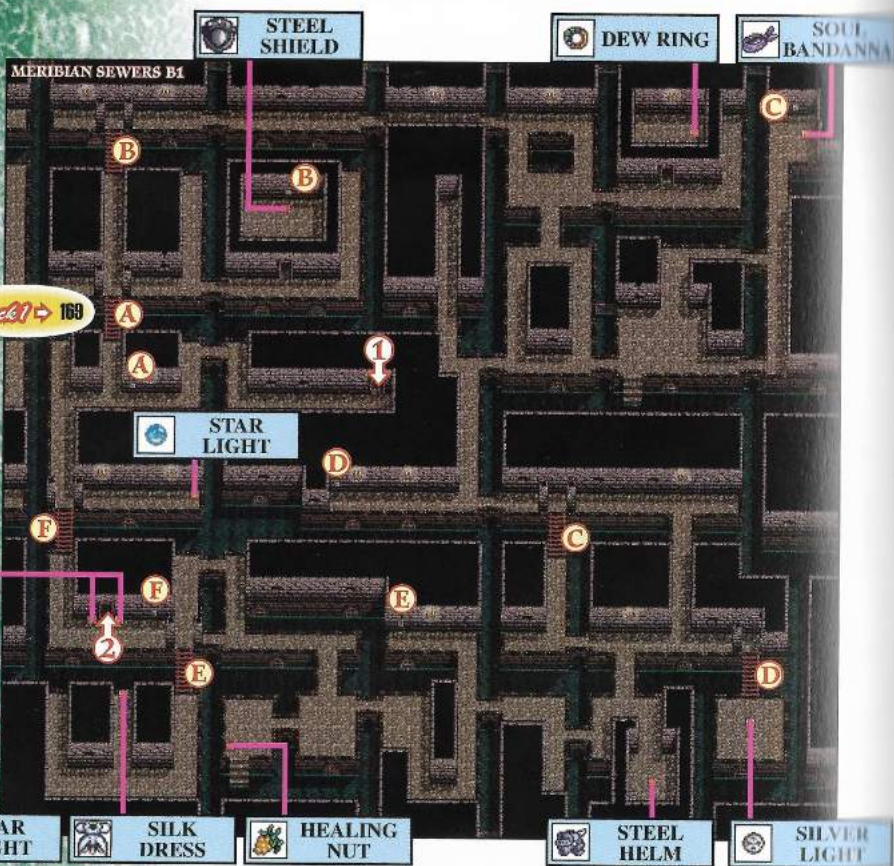
CUT TO MEDIUM SHOT of the strange boy, still holding Ruby.

BOY (huffy)
My name is Nall! What are you doing on my property?! I don't welcome trespassers, so you'd better have a good story!

FADE OUT.



MERIBIAN SEWERS



RAMUS'S STORE



MERIBIAN SEWERS B2



SEWER PASSAGE

LUNNY'S DOJO

MONSTERS



AMMONIA
(P. 68)



FATAL HOPPER
(P. 68)



GROG SNAKE
(P. 68)



GUNFOOT
(P. 68)

All of the monsters in the Sewers have a weakness to Thunder, and three of them are vulnerable to either Fire or Water, so Lexina will be your most potent character. Equip her with the Thunder Staff and use Fire or Water spells as needed. The Gunfoot is the strongest critter in the Sewers, with the Ammonia a close second.

PUSH THE BUTTON, FRANK

The Meribian Sewers are filled with ladders and buttons. To lower each ladder, you have to press the corresponding button, the color of which turns from blue to red to show that it's been activated. (This paragraph sponsored in part by Duh! Wine Coolers. Duh! is the official cheap liquor of this strategy guide.) We've kindly labeled the Sewer map to indicate which buttons and ladders are connected to each other.



▲ Press that big ol' blue button right over there....



▲ ...and you lower this big ol' bridge right over here.

ASSASSIN NATION

When you reach the lowest level of the Sewers, you catch the Masked Man and his Cultists escorting the captured Dragon Kids onto a ship. Deeming you unworthy of fighting him, the Man sics his gang of four Assassins on you instead. When an Assassin is ablaze at the start of a turn, he's going to throw one super-strong punch; when an Assassin is just standing there, he's going to throw two weak punches. Hiro should use the Poe Sword; Ronfar should use Destiny Dice or healing spells, depending on the situation; Jean should use the poisonous Butterfly Dance (to which the Assassins are vulnerable), and Lemina should use Water spells (another Assassin weakness). You (usually) earn an Angel's Tear after your easy victory.



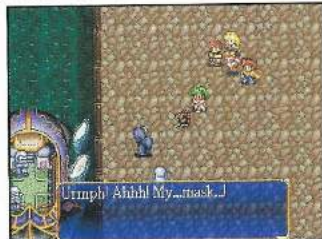
▲ The Assassins are such feeble foes that I didn't even give 'em their own page. Ouch.

ASSASSINS

ATTACK	75
ATTACKS	2
DEFENSE	113
AGILITY	45
SPEED	67
WISDOM	80
MAGIC END	88
RANGE	30
LUCK	1
HIT POINTS	550
EXP POINTS	1280
SILVER	600

THE CHALLENGE

The Masked Man talks smack after his Assassins are defeated, telling Jean that he's going to rip out her heart. Jean responds with a mighty kick which knocks the Mask clean off. The embarrassed Man jumps onto his ship and challenges Jean to a showdown at the Tournament of Death in the town of Horam. See you there, wimp!



▲ "Now the world can see my horrible acne! NOOOOO!"



▲ "I would've booked Madison Square Garden, but KISS got it first."

Hiro and the Gang talk to the liberated Dragon Kids, who run back to Taben's Peak. Follow them up the stairs and into Lunn's Dojo. Unfortunately, Lunn has been summoned to Pentagulia on important business. Hmmm. Return to Taben's Peak.

STORYCHECK

As you arrive at the sixth floor of Taben's Peak, Nall intercepts Hiro & Co. and thanks them for rescuing the Dragon Kids. He doesn't know where Lucia is, however, so you need to find her yourself. Walk up to floor 8F, where you hear the lovely voice of a crooning chick.



"I want you to have these before you go. It's the least I can do to thank you for all your help."

▲ Nall kindly gives away the shiniest petrified Dragon droppings in his collection.

Could it be...? Walk out to the Playground to find Lucia singing a delightful lullaby for the kiddies. She's mighty embarrassed when she notices Hiro and Ruby, but H&R heap praise upon her as the other party members arrive. Reunited, and it feels so good!

As you return to 6F to leave the Peak, Nall intercepts you again and gives you a very handy item called the **White Dragon Wings**. You can use the Wings to escape almost any dungeon. Thanks, dude! Return to the bottom of the Peak and walk east along the no-longer-barricaded path to Vane.

LUCIA'S LULLABY



"I told her that she can't be a mommy unless she knows how to sing a lullaby!"

▲ Lucia might also run into some difficulty with breast-feeding, but the children don't need to hear about such things.

▲ Lucia might also run into some difficulty with breast-feeding, but the children don't need to hear about such things.

STORYCHECK

As you enter Vane, you're stopped at the entrance by a woman with bad news: the city has been taken over by an overeating magic-user named Borgan. The fat man's guards won't let you enter, but the resourceful Lemina knows about a "back door": the Spring of Transmission,



located just south of Vane. Walk to the Spring and talk to the guy with the pink robe and the pitchfork. (And just what sort of fashion statement is being made here? "I'm a fey farmer"?) He compliments you on the Bromides in your inventory, and gives you a

another: **Mia's Bromide**. Bromide collectors are the coolest! Now walk onto the Spring and Lemina activates it, zapping you into the Cave of Trial. Prepare for a whole lotta walkin' and fightin'.

VEXING VANE



"As servants of the most High Master, Borgan, we cannot allow anyone to enter Vane."

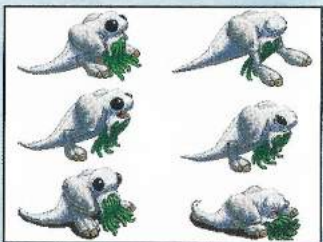
▲ "We can, however, confiscate any and all cream-filled pastries and other snacks you have on your person."

RETROCHECK

In the SEGA CD version of *LUNAR 2*, there are *two* bosses in the Cave of Trial: the Evil Eye and the Fleshsucker. It appears that Game Arts originally intended to have a boss in the PlayStation® version's Cave of Trial, as well; hidden within *LUNAR 2*'s Cave of Trial data files are the complete graphics and animation frames of a bizarre boss creature which doesn't appear in the final game. Why was this big-eyed, white-skinned critter ultimately rejected? Probably for the same reason that Game Arts removed the Phantom Sentry boss of the Bandit Butte: to streamline the gameplay

and to keep the focus on the storyline.

BOSS, BEGONE!



MONSTERS



BAT KNIGHT
(P. 69)



DEATH SHROOM
(P. 69)

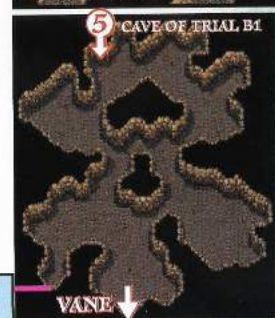


GIGA WASP
(P. 69)

Every monster in the Cave is vulnerable to at least one form of elemental magic, two of them are vulnerable to Earth spells, and none of them are especially powerful, so it'll be a trifle for you to get through the Cave. (It's so easy, in fact, that we initially forgot to put this box in the layout.)



THIEVES'
STAFF



CAVE OF TRIAL



MAGIC GUILD 2F



GORGON DOLL



LEMINA'S PURSE

MAGIC GUILD 1F

1

WORDS-A-PLenty

Examine all the bookshelves in the Magic Guild and the Magic Library and try not to suffer the effects of information overload.

ARMOR SHOP

STEEL SHIELD 1000S
MAGIC GAUNTLET 1080S
PLATINUM ARMOR ... 2800S
SILK DRESS.....2040S
MAGICIAN ROBE... 2100S
STEEL HELM650S
SOUL BANDANNA ... 600S
BEJEWEL. HAIRPIN 600S

ITEM SHOP

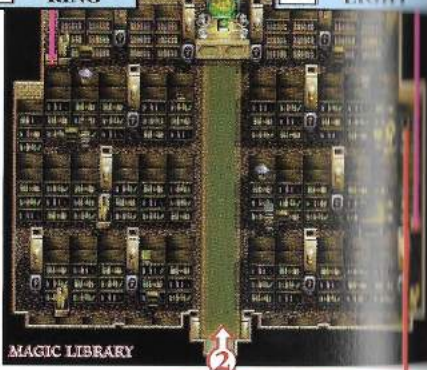
HERB40S
HEALING NUT 200S
PURITY HERB.....20S
CLEANSING WATER.....60S
HOLY WATER.....100S
VITALITY VIAL50S
ANGEL'S TEAR 1000S
DRAGONFLY WING100S
STAR LIGHT2000S



ANGEL RING



SILVER LIGHT



MAGIC LIBRARY

2

BLONDE BROWDER

Examine the bookshelf to the right of the bucket of scrolls to find Lemina's book of poetry and Lemina's Bromide 1.



THUNDER CREST



SEAL CREST



STATUE

CAVE-OF TRIAL

VANE

1

2

WEAPON SHOP

SMASH SABER 2100S
RUNE SWORD 3990S
RITUAL MACE.....4060S
MAGIC STAFF 1200S
FLAME STAFF.....2000S
WIND STAFF2000S
WATER STAFF2000S
THUNDER STAFF2000S
QUAKE STAFF2000S

STORYCHECK

As you approach the mansion of the Magic Guild, Lemina touts the historical significance of the building, but Ruby can't help noticing that the place is kind of a dump. Enter the Guild to overhear a conversation between Lemina's mom, Maria, and Borgan the big'un. Borgan's apparently come here to take Miria to Neo-Vane. That doesn't sit well with Lemina. Enter the meeting chamber and speak to Miria 'til she starts repeating herself, then speak to Borgan, who introduces himself (although he certainly needs no introduction). Speak to Borgan a second time and he disses Vane at length, then uses his magic to teleport Lady Miria to

Neo-Vane! An extremely upset Lemina bemoans her lack of magical ability and runs away to the roof of the Guild.

Follow Lemina to the roof and talk to her (after chatting with the others in your party). Tell her "Uh...care for a

donation?" to give her 10S, although it doesn't end her grief. Choose "It's not like that, Lemina," to lift her spirits. A determined Lemina rejoins your party and psyches herself up for the journey ahead. Return downstairs and Lemina grants you permission to open all the treasure chests in Vane and the Cave of Trial. Go raid the chests for keen stuff (in particular, the Thieves' Staff in the Cave of Trial), then depart Vane and walk south along the river to the Water Ruins.



▲ "And I think I deserve an Oscar for giving that with a straight face."

MAMMA MIA!



▲ Such a profound statement from such a heinous dude. All hail Borgan, the world's fattest philosopher!

VOICES III

KEISUKE SHIGEMATSU: SCENARIO WRITER

On LUNAR 2's original story concept: We talked about the story setting as a sequel to LUNAR and we talked about the time that would have existed just after the time of LUNAR with the same characters appearing. And we thought of having the old characters going on an adventure with the new characters. We actually wrote a plot along those lines; the original LUNAR characters who had become older would do an adventure with the new characters. This created the problem of having too many characters to deal with. For RPG games, if there are too many characters, it becomes too difficult to write the story we desire. Another thing was that the world had become rather narrow. So we changed the story to the present one even though there is no direct relationship with the characters of LUNAR. We wanted to describe a new world in which the characters are related to those of LUNAR in a certain manner.

On the creation of storyline and characters: We draw one basic story line and create branches from that. This time, the heroine, Lucia, has a very significant content. Lucia, who came from the Blue Star, gradually becomes a human being, she then gradually gains certain human emotions. In that process, various people influence her development and this was the major factor of the story. We constructed the story, by thinking of what emotions would be added to the character and by doing so, how does she change. In order to do that we needed to determine what kind of

people to surround her with to effect this change.

Characters are created by our team, myself, Mr. Kubooka, Mr. Hino, etc., however, once they are created, they have their own existence and way of living. Rather than leaving it to the imagination, we look for what is right for the character. I feel strongly about creating characters with integrity.

On "working": When I think about ideas, I don't work. When I am trying to come up with some idea, I am always thinking about it in my head and if someone were to see me, they wouldn't know that I was working on the idea. My wife and other friends often tell me that I should be working. When I am reading books, taking walks, having a bath or sleeping, as opposed to being at work, ideas appear to me. So what I wish, is that even if it appears I am not working, no one should criticize me. When I have to write a scenario like this one, when I just have to write, then sometimes I simply cannot write even though I don't have any ideas coming to mind, I still sit down in front of the PC and try to write something. It doesn't matter but I still have to write. The other thing, as for ideas, if there are no ideas coming up, then I give up and I go to sleep. I believe that is the best.





MONSTERS

			
BLOOBYRD (P. 69)	FLYTRAPPER (P. 69)	GIGA ANT (P. 69)	KILLER WASP (P. 70)

The Sluice Forest might be a small area to explore, but its resident monsters are definitely not a small challenge. Don't enter the Forest with anything less than full health and the best weapons and armor.

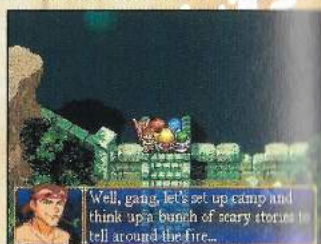
STORYCHECK

CAMPING TRIP & SKINNY-DIP

After you pass through the Sluice Forest and reach the Water Ruins, walk up to the bridge; Ruby observes that the pathway is underwater. Lemina says that the water is too cold to swim across without causing permanent shrinkage and/or nipplage, but that the floodgate will be opened in the morning, which will reveal the path. Ronfar suggests setting up camp, and one smooth segue later, that's exactly what he's done. After some bonding banter, during which Jean and Lemina observe how much Lucia has changed over the course of the adventure, everyone goes beddie-bye.



▲ Do you think Hiro should mention his hidden videocamera? Nah.



▲ "I'll start with the frightening tale of a woman who said the L word to me..."

The restless Hiro wakes up in the middle of the night to discover that Lucia's cot is empty. Walk up to the bridge (after listening to the amusing mumblings of your sleeping companions) to discover that Lucia's bod is bare. (See *Moonlit Swim* on the very next page.) One very awkward encounter later, Hiro scurries back to his cot with visions of Lucia dancing in his head, and Lucia wonders why she's suddenly shy about her body. (Don't be shy, dammit!)

In the morning, after an awkward moment between Hiro and Lucia, Ronfar discovers that the water has been drained and the path has been revealed, as Lemina predicted. Cross the path and head southeast to Azado.

EXT. WATER RUINS (NIGHT)

FADE IN on a shot of the tranquil Ruins.

CUT TO a second shot of the Ruins, with the bright BLUE STAR reflected in the water.

CUT TO LUCIA, who suddenly LEAPS out of the water, throwing her head back as she emerges.

CUT TO HIRO, quietly walking up to the shore.

CUT TO CLOSE-UP of Lucia, who pulls herself out of the water and onto a pillar in the center of the Ruins' reservoir.

CUT TO WIDE SHOT of Lucia in the water, the Blue Star overhead. We hear her singing (it's the same lullaby she was taught by the children of Taben's Peak) as Hiro walks into frame.

CUT TO CLOSE-UP of Hiro as he silently gazes at Lucia, and realizes that she becomes more beautiful every time he sees her.

CUT TO MEDIUM SHOT of Lucia, as we PAN UPWARD from the water until her entire body is in frame. She's facing away from the camera, and she's completely naked, although none of her "stuff" is visible.

CUT TO CLOSE-UP of Hiro, whose mouth drops open as he registers Lucia's lack of bathing attire.

CUT TO CLOSE-UP of Lucia, who noodles with her hair as she continues to sing. She suddenly senses that she's being watched, and she TURNS to face the camera.

LUCIA
Who's there?

CUT TO a shot over Lucia's shoulder. From this POV, it's obvious that she can see Hiro standing and staring on the shore.

CUT TO CLOSE-UP of Lucia's eyes, which WIDEN with shock as she recognizes Hiro.

CUT TO CLOSE-UP of Hiro, who has a puzzled face. How is Lucia going to react?

CUT TO Lucia, who SCREAMS like a banshee and leaps into the water with a massive SPLASH.

CUT TO Hiro. He CRINGES at the scream, which definitely wasn't the reaction he expected.

FADE OUT.



ITEM SHOP

HERB	40S
HEALING NUT	200S
PURITY HERB	20S
CLEANS. WATER	60S
HOLY WATER	100S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S

SHRINE ENTRANCE



ARMOR SHOP

PLATINUM SHIELD	1500S
PLAT. BRACELET	1320S
CEREM. CLOTHES	2590S
JEAN'S DRESS	2940S
PLATINUM HELM	100S
CHARM BANDANNA	900S

WEAPON SHOP

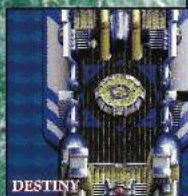
SMASH SABER	2100S
RUNE SWORD	3990S
JEAN'S FAN	3500S

THE LONG WAY

To reach the chest with the Angel Ring, you have to walk around the back of the blue roofed building. Tricky, tricky!



ANGEL RING



LIFE JEWEL

KATARINA ZONE

STORYCHECK

Head for the entrance of the Sanctuary at the north end of Azado, where Ruby freaks out at the sheer size of the statue of Althena. Lucia and Ronfar both sense something unusual about the Sanctuary, but they can't figure out exactly what it is. Enter the building and speak to the priest in front of the small-scale Goddess statue. The holy man demands that you kneel before the glory of Althena, and Ruby demands to know why the priest is being such a jerkface. The priest introduces himself as Jamil, the high priest of Azado, but Ronfar says



▲ It's a heart-warming reunion between Ronfar and his love child.

that the *real* high priest is named Balse. After a moment, Jamil recognizes Ronfar, and we realize that these guys must've been fellow recruits at priesthood boot camp. Jamil explains that Balse was "removed" from authority, and that he lives in Azado's only red-roofed house. (Or, in a nod to blatant product placement, is it a Red Roof Inn?)

Talk to the little boy in front of the red-roofed house and Ronfar recognizes the rugrat as Balse's son, Porom. After some good-natured ribbing 'tween Ruby and Ronfar, Balse comes outside and drags Hiro & Co. into the house for some quality chit-chat.

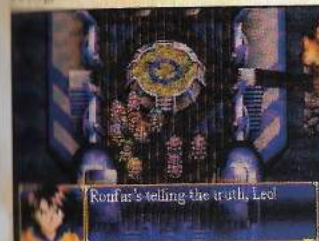


▲ Ruby's feathers crawl as she takes in the enormous statue of Althena.

STORYCHECK

After Balse declines to explain the strange situation in Azado, speak with him again. This time, he breaks down and tells the tale: Mauri showed up in Azado a year earlier, and she brought the holy fire of Althena with her. Balse disagreed with her drastic methods, and was quickly given the boot. Ronfar can't believe what Mauri has become. Speak to Balse yet again and he invites Hiro and the Gang to stay at his house until nightfall. Answer with "Alright, let's take a break," and you hit the sack.

When darkness descends, head for the pier on the west side of Azado and walk across the plank onto the ship. The boisterous banter between Ruby and Ronfar alerts the ship's captain—White Knight Leo! Hiro & Co. have blundered onto the Dragonship *Destiny*! After a massive scuffle,



▲ "Cover your heart, Lucia!" cries Short Round.

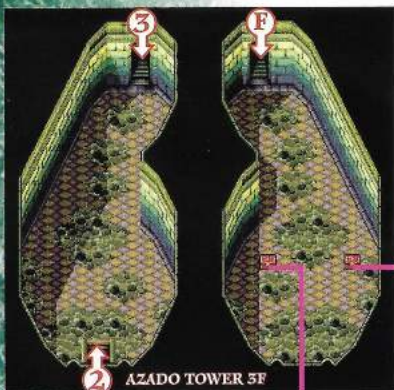
Althena's Guard captures Hiro and his friends, and Leo savors his triumph. After you regain control of Hiro—who's hog-tied, and thus forced to shuffle across the *Destiny*'s deck on his butt (look out for splinters!)—chat with all your friends, then talk to Leo. As he's about to frisk the prisoners, Althena's fire starts to rain down upon Azado. Leo doesn't believe Ronfar's story about the origins of the flame, and instead decides to cut out Lucia's heart (!), but Ronfar eventually manages to talk a wee bit o' sense into the White Knight. Leo frees Hiro and Ronfar from their hog-tyings, and orders them to escort him to Balse's house to find out what's going on.

LEO'S DECISION



▲ White Knight Leo has neither the time nor the patience for witty banter.

AZADO TOWER



AZADO TOWER 5F

HEAL APPEAL

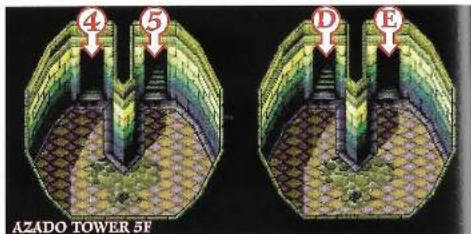
Equip Hiro with the Healing Crest and Ronfar with the Healing Ring in preparation for the big beef at the top of the Tower.



HEALING RING



HEALING CREST



AZADO TOWER 5F



AZADO TOWER 4F



AZADO TOWER 1F

AZADO BARBECUE



AZADO TOWER 2F

MONSTERS



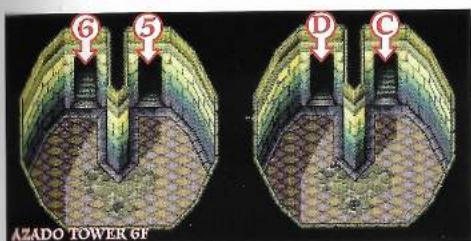
INFERNO GHOUL
(P. 70)

Since the statue of Althena is just a few dashes away, don't hesitate to use your most powerful spells against the Ghouls. Kill one or two groups, return to the statue to heal up, and repeat the process until they're all gone.

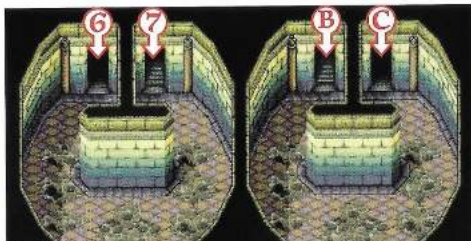


STATUE

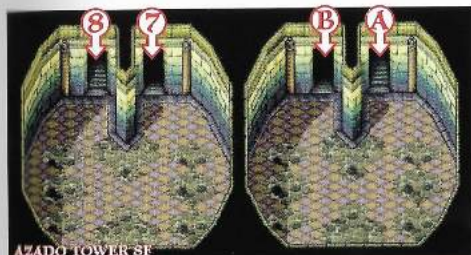
Check 1 -> 180



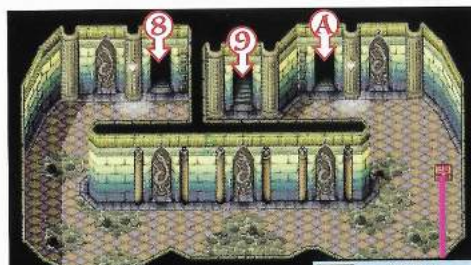
AZADO TOWER 6F



AZADO TOWER 7F

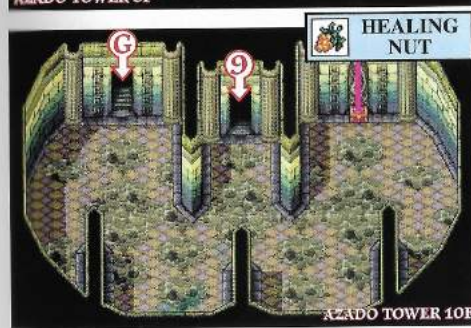


AZADO TOWER 8F



AZADO TOWER 9F

STAR
LIGHT



AZADO TOWER 10F



AZADO TOWER 11F

SILVER
LIGHT

MONSTERS



DIECLOPS
(P. 70)



ELECTRO EYE
(P. 70)



FLIGHT KNIGHT
(P. 70)



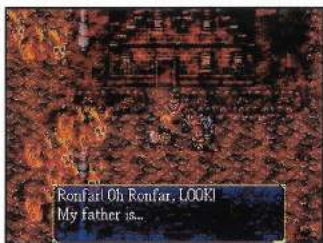
NIPPLE YANKER
(P. 70)

There's no single weakness shared by all the monsters in Azado Tower, so you need to mix and match your spells (Hiro's Wind against Flight Knights, Leo's Earth against Dieclopses) accordingly. You can (and should) use the statue on Floor 1F, which is well worth the 100S donation. (If you leave the Tower to use the free statue in Azado, the monsters regenerate.)



Check 1 ➔

As you make your way through the flaming (and Ghoul-infested) streets of Azado, you come across an unconscious Balse and a distraught Porom. Ronfar casts a healing spell to keep Balse from slipping into the eternal sleep, and Porom confesses his naughty ways. The Chosen told Porom that Balse could be the High Priest again if Porom was a "good boy" and spied for them, so Porom told The Chosen that Lucia was camping out at Balse's house. A revived Balse sits up and comforts Porom for doing what he believed to be right (well, it wasn't!), while Leo becomes more determined to discover the truth.



▲ "...doing his impression of you after a weekend bender! Isn't it great?"



▲ "Suddenly Susan has been canceled. Porom. It will never hurt you again."

Check 2 ➔

Speak to the guard at the entrance of Azado Tower. He wonders what Lord Leo's doing up so late, and has the gall to declare that the White Knight can't come inside. One drawn sword and one threat of bodily harm later, the guard has a sudden change of heart, and scurries aside. Speak to him again before you enter the Temple of Doom.



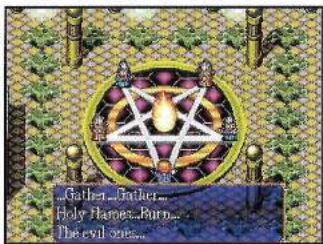
▲ This silly priest really should know better than to rebuff the White Knight.



▲ "That funny hat of yours is reason enough for me to gut you, pal."

Check 3 ➔

As you reach Floor 2F of the Tower, you find five priests standing on the points of the pentagram, summoning the holy fire and commanding it to sizzle the poor folks of Azado. Ronfar asks Leo if he still thinks The Chosen are good guys, and Leo says there'll be time to talk when the fire has been extinguished. (Changing the subject works every time!) Chat with



▲ Hiro and The Gang stumble into a Black Sabbath fan-club meeting.



▲ One of the evil priests is a little too excited about death and destruction.

back down to use the statue of Althena, use the White Dragon Wings and teleport to Floor 3F.)

POROM'S FAUX PAS

GIMPY GUARD

ROASTING RITUAL

BEAT THE FLAME FANG!

Alma 42 →

Before mixing it up with the Flame Fang, use the Order command to place Hiro on the far left, and Leo and Ronfar on the far right. You want Hiro to take all the Fang's punishment, while Ronfar is left unmolested and able to cast healing spells as needed. Also make sure you've healed everyone at the statue of Althena on Floor 1F. You can't win this battle unless everyone in your party enters it at full strength. Finally, make sure Ronfar is equipped with the Wind Ring to increase his resistance to Fire spells, and make sure Hiro is equipped with the Safety Helmet you found in Azado. (Every little bit of protection helps!)

Hiro should attack with the Poe Sword on every turn. Ronfar should use Saint Litany on Hiro during the first turn, then Heal Litany or Calm Litany if someone's hurtin', or the Destiny Dice if everyone's okay. Leo should use the Flash Blade.

FLAME FANG	
ATTACK	85
ATTACKS	1
DEFENSE	80
AGILITY	25
SPEED	54
WISDOM	90
MAGIC END	80
RANGE	40
LUCK	5
HIT POINTS	5000
EXP POINTS	6000
SILVER	0

Alma 37 When the Fang's wings are slowly flapping, it's going to use one of two attacks. In the first attack, it targets one character and bakes him in an explosion of flame for mild damage. Painful, but usually not fatal.



▲ When the Fang is slowly hovering in the air...



▲ ...it might flame-broil one of your party members.

Alma 32 In the Fang's second attack, it flies into the air, carpet-bombing the entire battlefield with flame and seriously injuring all three of your brave warriors.



▲ Or, the fickle Fang might choose his second attack...



▲ ...and nuke the entire battlefield with magic napalm.

Alma 33 When the Fang's wings are rapidly flapping, it's going to fly into the air and shoot its claws at a character, causing massive (and usually deadly) damage.



▲ If the Fang's wings are rapidly flapping...



▲ ...it's gonna claw one of your character's eyes out.



STORYCHECK

Once you've vanquished the Flame Fang and snuffed out Althena's holy fire, return to the *Destiny*. Ronfar asks Leo to release the gals, but Leo withdraws his sword and starts rambling about Althena's absolute will. Leo walks up to Lucia and places his sword at her throat—then slashes through the ropes binding her, Jean, and



▲ "Don't tell everyone here that I'm a really bad kisser!"

Lemina. I guess Leo enjoys the drama! Ronfar thanks Leo for his actions, but Leo says that he's sentenced himself to death. The White Knight obviously isn't convinced that he made the right choice—and neither is Mauri, his sister, who appears on the deck of the *Destiny* and surrounds everyone with big ol' balls of flame. Just before Mauri proceeds to flame-broil the *Destiny*'s occupants, Ronfar calls out her name. Mauri seems to recognize Ronfar...and then calls him a heathen who must burn in her purifying flame. Leo puts an end to the stand-off by telling Mauri that he's going to escort Lucia to the Holy City, and that he'll kill Mauri if she tries to stop him. Mauri agrees not to interfere, and bids Ronfar a fond farewell as she leaves. Well, *that* was awkward!

STORYCHECK

After the encounter with Mauri, we find Hiro & Co. below decks on the *Destiny*, headed at high speed for Pentagulia. Chat with Ronfar, Jean, Lemina, and Leo, then cruise around the Dragonship and talk to the friendly guards (*very* friendly, considering you kicked all their butts in Dalton). When you're ready to advance the plot, head above decks. As



▲ Lucia has a Dr. Doolittle moment with a flock of three-pixel-wide seagulls.

you enter the mess hall, Hiro spots Lucia heading outside. Follow her to the top and you find her surrounded by seabirds. Hiro quickly goes back into the ship and asks Ruby to "stand guard" for Leo, when he's actually tricking Ruby into giving him the opportunity to chat privately with Lucia. (He feels guilty about it, too.) Head back outside and enjoy the animated clip, which features an encounter between an emotionally-charged Lucia and an extremely confused Hiro. (See *Destiny Debate* on page 183.) Lucia runs below decks, and Ruby asks Hiro what happened, but poor Hiro is clueless. Cut to a long shot of the *Destiny* as it approaches Pentagulia, followed by a brief animation (*The Holy City*, which isn't worthy of an Animecheck). Welcome to the Marius Zone, and to Disc 2!

MENTAL MAURI



▲ "And neither can anyone who believes that Ronfar is hotter than me."



▲ "I'm gonna charge you up the wazoo for the privilege, of course."

HAPLESS HIRO



▲ "And didya know I've been chewing on this same twig for five years?"



▲ It's the Holy City of Pentagulia! It's majestic and magnificent and bitchin'!

EXT. DECK OF THE DRAGONSHIP DESTINY (DAY)

FADE IN on the deck of the Destiny, where a flock of seagulls--the birds, not the '80s hair band--are milling about, and PAN UPWARD to find LUCIA softly singing to herself as she stares out at the seemingly endless expanse of ocean. CUT TO CLOSE-UP of the ocean and PAN LEFT until Lucia comes into frame. After a few moments, the seagulls suddenly SCATTER, squawking in protest. Lucia turns to see what startled them.

CUT TO REVERSE ANGLE of Hiro as he approaches Lucia, then turns and stares out at the sea.

HIRO (proudly)

We're almost to Pentagulia, Lucia! After everything we've been through, the end is finally in sight! Once we're there, you can meet with the Goddess Althena, and your mission will be complete!

CUT TO CLOSE-UP of Lucia.

HIRO (V.O.)

But...why do you seem so sad? This is what you've wanted all along. You should be happy!

LUCIA (seemingly angry)

You don't understand anything.

CUT TO CLOSE-UP of Hiro, who gasps at Lucia's hostile tone. CUT TO CLOSE-UP of Lucia.

LUCIA (definitely angry)

Hiro, you don't even have a glimpse of what's really at stake here!

CUT TO MEDIUM SHOT behind Lucia.

HIRO (surprised)

But...Lucia...

CUT TO WIDE SHOT from the ocean surface, looking upward at Hiro and Lucia.

LUCIA

I came from the Blue Star to find Althena. That's my only mission.

CUT TO POV behind Lucia as she looks out at the ocean. The Blue Star's reflection is blindingly white.

LUCIA

Zophar must not be allowed to return to full power. His evil will destroy this world. We must find a way to prevent his return, even if it...

CUT TO CLOSE-UP of Lucia.

LUCIA

No! I came to this world to stop Zophar from reviving at any cost! Hiro, the only hope for blocking his power at this point is to seek help from Althena. Once that is accomplished, my mission here will finally be complete.

CUT TO CLOSE-UP of Hiro.

HIRO

Then...won't everything be okay?

CUT TO CLOSE-UP of Lucia. (CONTINUED NEXT PAGE)



ANIMECHECK

DESTINY DEBATE (CONT.)



LUCIA (uncertain)
But...but then...

HIRO
Lucia...

CUT TO CLOSE-UP of Lucia's green eyes, which are shimmering, as if she's about to burst into tears.

LUCIA
This is all so confusing.

CUT TO MEDIUM SHOT of Lucia, turned away from Hiro with her shawl wrapped tightly around herself.

LUCIA
I can't stop thinking about what will happen if...oh, what's happening to me? Why does my heart feel so heavy and my mind spin with possibilities? Why can't I accomplish the task I've set out to do?

CUT TO shot of Lucia and Hiro.

HIRO
Lucia, I just...I...I don't understand.

CUT TO CLOSE-UP of Lucia. She cups her face in her hands.

LUCIA (crying)
Oh, Hiro! You can't possibly understand! Just leave me alone!

Lucia runs below decks, and Hiro watches her go, his mouth agape with utter confusion as we FADE OUT.



RETROCHECK

ALTERNATE AZADO



▲ In the SEGA CD version, Hiro & Co. aren't taking a boat to Pentagulia; they're using a magic transporter.

fight their way to the bottom of the Tower. As for the meeting with Mauri, it doesn't occur on the *Destiny*, but outside of the Tower. The trio of Jamil, Porom, and Balse is entirely new to the PlayStation® version, and their presence adds emotional impact (although it's admittedly forced—the Azado revamp is, in fact, WD's least favorite plot change) to Leo's gradual realization that the way of The Chosen is not right.

The plot-thickening events in the town of Azado were massively altered during *LUNAR 2*'s move from SEGA CD to PlayStation®. In the SEGA CD version, everyone climbs to the top of Azado Tower, where Ronfar attempts to use a teleportation device. Instead, he conjures up a boss monster called the Corpse Crusher. When the CC is beaten, Lord Leo and Althena's Guard arrive in the Tower and take away everyone except Hiro. A priest of The Chosen (called The Cult in the SEGA CD version) shows up and conjures a second Crusher to slay Leo and Hiro, who are then forced to

fight their way to the bottom of the Tower. As for the meeting with Mauri, it doesn't occur on the *Destiny*, but outside of the Tower. The trio of Jamil, Porom, and Balse is entirely new to the PlayStation® version, and their presence adds emotional impact (although it's admittedly forced—the Azado revamp is, in fact, WD's least favorite plot change) to Leo's gradual realization that the way of The Chosen is not right.



▲ Ronfar and Mauri's confrontation in the SEGA CD version takes place at the base of Azado Tower.







Dancers should only dance if they like to dance.

Why don't you quit dancing if you don't like doing it?



I'll tell you why I don't quit! Because...uh...



Because I...



Well, alright, perhaps I DO enjoy dancing.



I KNEW it! Will you show me your favorite moves?! Please?!



Well, I can't show them to you yet...

...but come and watch me later at the Larpa Tavern, okay?



Sigh...

(And I KNOW I'm starting to hate Hiro!!!)



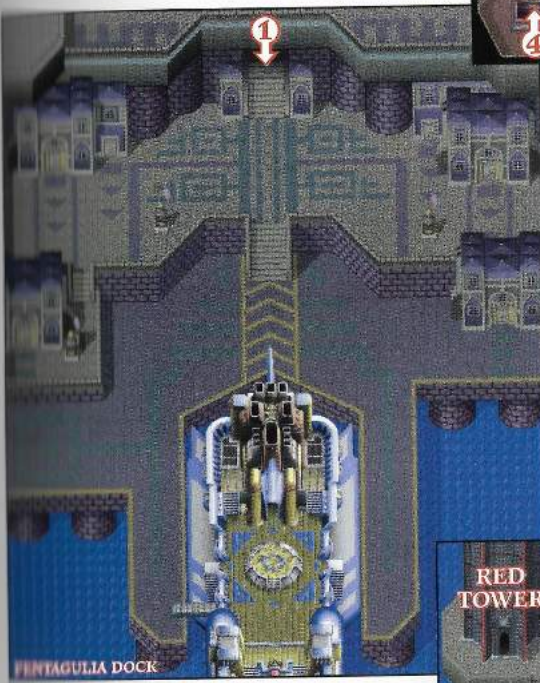
PART 3: MARIUS ZONE



LION'S DEN(IED)

You can't enter this majestic structure until considerably later in the game. Patience, my son (or daughter).

PENTAGULIA



STORYCHECK

Get off the *Destiny* after your arrival in the Holy City. Leo says he's off to inform Althina of your arrival, but he's rudely interrupted when Ghaleon appears on the dock. (See *Dragonmaster Ghaleon* on page 191.) Leo gives the G-Man a warm greeting, while Hiro and his friends are flabbergasted. (Lucia also wonders aloud if Ghaleon was assigned by Althina to escort her to Pentagulia.) Ghaleon disappears as quickly as he appeared, but not before telling Leo that the White Knight's devotion to the Goddess is in question. Hmm. After Leo departs for Althina's palace, chat with Ronfar, Lemina, and Jean. Each of them leaves to take care of bid-ness.

Follow your friends into Pentagulia and visit each of the Four Towers. Walk up to each door and press **X** to eavesdrop on the conversations being held behind



▲ "Call me...Superfly Pimp-Daddy Dragonmaster Ghaleon. It's catchier."

Ghaleon steals all of Hiro's MP, then uses gradually more devastating attacks until Hiro is put down. Ghaleon gets a little uppity with Althina after his victory, telling her that he won't be her lapdog. Leo notices that Ghaleon was wounded in the clash with Hiro, but the former Magic Emperor simply laughs off his injuries as he walks away. What a stud!

GODDESS ALTHIE-NOT!



▲ "I wasn't voted Smartest Dragonmaster of All Time for nothing, you know."

them. Ronfar and Mauri are in the Red Tower; Jean and Lunn are in the Blue Tower; and Lemina and Borgan are in the Black Tower.

Go to Pentagulia Shrine 2F and chat with Leo, who's guarding the door into Althina's chamber. Respond with "All right, let's go." to be ushered into the presence of the Goddess. Whoo-hoo! Game over, man...or is it? Lucia takes one look at Althina and declares that the Goddess is a big phony. (See *Audience With Althina* on page 191.) Lucia even tries to blast the fake Goddess to bits, but the attack is deflected by Ghaleon, who unleashes his own magic on Lucia and knocks her out. An enraged Hiro challenges Ghaleon to a scrap, and the Dragonmaster accepts. Unfortunately, Ghaleon can't be defeated, no matter how hard you try. (And don't use a Game Shark, neither. Them things is evil.) Just watch with amusement as

STORYCHECK

A humbled Hiro and a grumbling Ruby wake up in a magical prison at the top of the White Tower. Talk to Ruby until a man named Mystere (who has a remarkable resemblance to White Knight Leo) shows up and lets you out of your cell.

Now that you're free, you have to descend to the bottom of the Tower and make your way through an underground passage to the



▲ For the first time in his life, Ronfar is reluctant to swap bodily fluids.

other three Towers. One of your friends is in each Tower: Ronfar in Red, Jean in Blue, and Lemina in Black. You can rescue your pals in any order, but it's best to retrieve Ronfar (and his healing spells) first. As they're rescued, each character tells you how they ended up in the pokeny. After helping to liberate the last of your friends, Mystere leaves your party, but you meet up with Leo on Floor 5F of whatever Tower you're in. Well, isn't that con-VEE-nient? Proceed to the Storycheck on page 197, if you would be so kind.

JAILBREAK!: THE SEQUEL



▲ Mystere might be a brave hero, but he's not brave enough to admit that he's screwed up.

each character tells you how they ended up in the pokeny. After helping to liberate the last of your friends, Mystere leaves your party, but you meet up with Leo on Floor 5F of whatever Tower you're in. Well, isn't that con-VEE-nient? Proceed to the Storycheck on page 197, if you would be so kind.

ANIMECHECK

DRAGONMASTER GHALEON



EXT. PENTAGULIA DOCK

FADE IN on GHALEON, who's dressed in his ornate outfit. He raises his fist in a semi-greeting, then begins to speak:

GHALEON

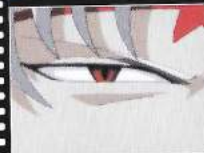
Welcome to Pentagulia. I'm impressed with your cunning and resolve. Unfortunately...

CUT TO CLOSE-UP of Ghaleon's squinting eye, which looks almost reptilian.

GHALEON

...the sands have nearly run from the hourglass.

FADE OUT.



ANIMECHECK

AUDIENCE WITH ALTHINA



INT. PENTAGULIA SHRINE

FADE IN on HIRO and LUCIA, who are standing silently and respectfully, and slowly ZOOM IN on Lucia. CUT TO CLOSE-UP of Althina's HEADDRESS as she walks forward. There's a loud TWINKLING sound, but it's unclear as to where it's coming from. CUT TO CLOSE-UP of Lucia. Her eyes widen at Althina's appearance, and her mouth drops open. CUT TO CLOSE-UP of Althina's STAFF, which has four heavy CRYSTALS hanging from the top. Now we know the source of the twinkling sound. CUT TO POV behind Lucia and PAN UPWARD to show ALTHINA in all her regal glory.

ALTHINA

Ah! Lucia from the Blue Star! I know you've traveled very far to visit me. Your journey was difficult...more than it had to be. Accept my apology...

CUT TO CLOSE-UP of Althina.

ALTHINA

...as I welcome you to Pentagulia.

CUT TO POV behind Althina. Lucia steps backward, almost recoiling from the Goddess.

ALTHINA

Speak up, my dear!

CUT TO CLOSE-UP of Lucia.

LUCIA

You! You are not Althina!

CUT TO CLOSE-UP of Althina, who frowns.

LUCIA (V.O.)

Who ARE you?

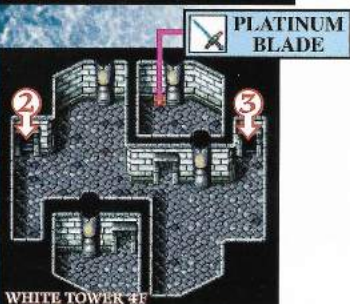
CUT TO CLOSE-UP of Lucia and ZOOM IN as we FADE OUT.



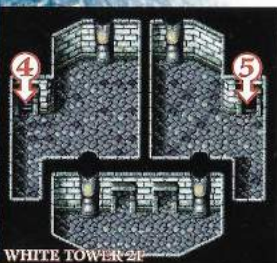
WHITE TOWER



WHITE TOWER 6E



WHITE TOWER 4E

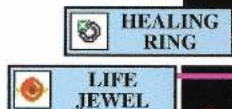


WHITE TOWER 2E

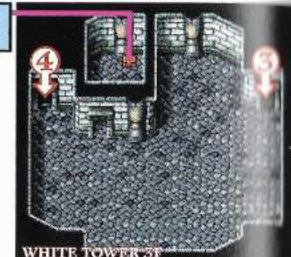


STATUE

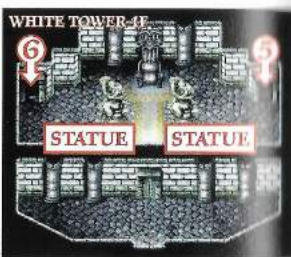
WHITE TOWER 8E



LIFE JEWEL



WHITE TOWER 3E



WHITE TOWER 4E

MONSTERS



CORE CRUSHER
(P. 71)



SGT. SLAUGHTER
(P. 71)



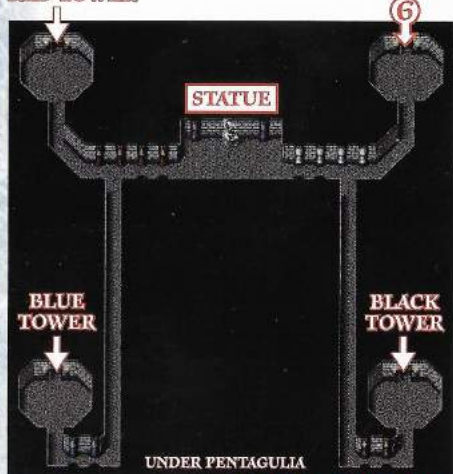
FLAME REAPER
(P. 71)



GARGOYLE
(P. 71)

Use Hiro's Wind spells against the soldier-boys of the White Tower. The Flame Reaper (Red Tower) has no weaknesses, but the Gargoyle (also Red Tower) is vulnerable to all of the elemental spells (Earth, Fire, Water, Wind).

RED TOWER



BLUE TOWER

BLACK TOWER

UNDER PENTAGULIA

MONSTERS



ASSASSIN
(P. 71)



MERCENARY
(P. 71)

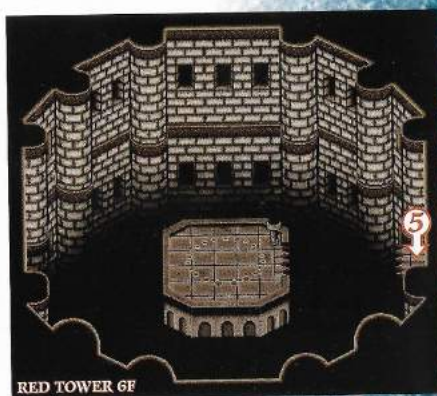
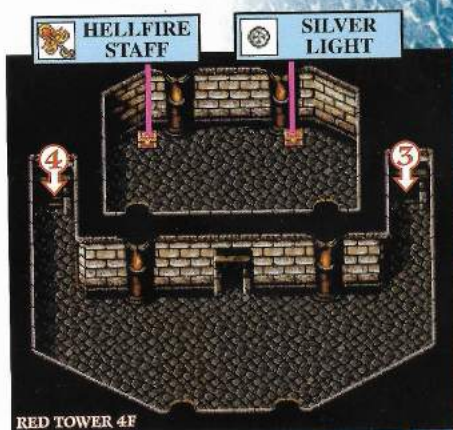
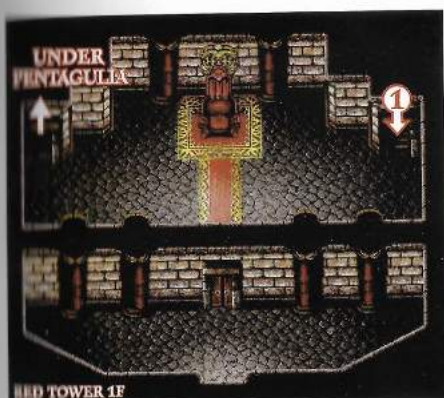


DARK SORCERER
(P. 72)



FLASH LORD
(P. 72)

The Assassin and Mercenary of the Blue Tower are both vulnerable to Water spells, and the Dark Sorcerer and Flash Lord of the Black Tower are vulnerable to Fire spells. Use their weaknesses against them!



BLUE TOWER



BLUE TOWER 1F



BLUE TOWER 2F



BLUE TOWER 3F



BLUE TOWER 4F



JEWEL
GAUNTLET

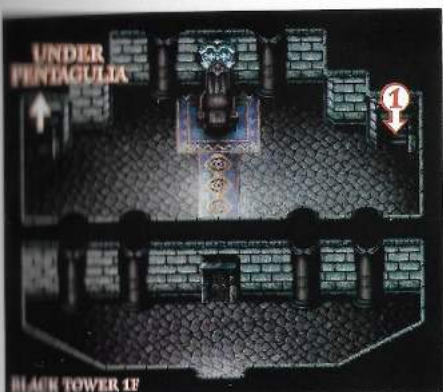


BLUE TOWER 5F

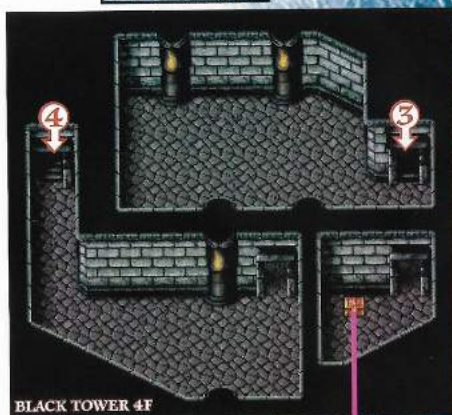
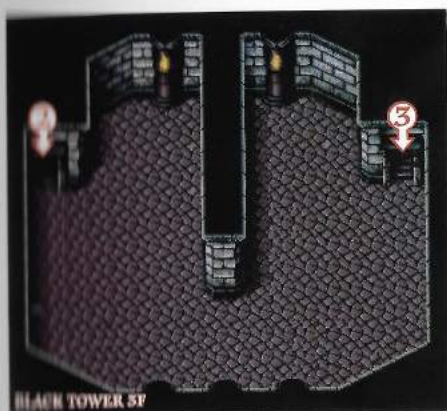


BLUE TOWER 6F

BLACK TOWER



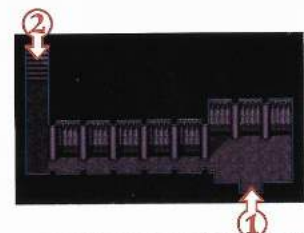
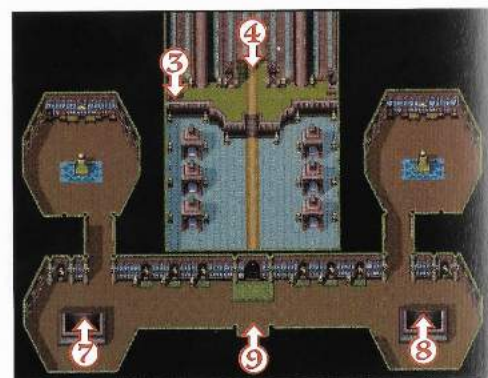
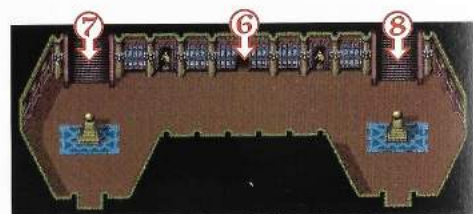
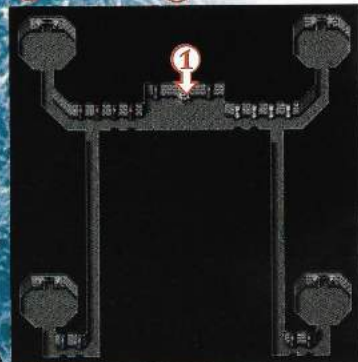
JEWEL
GAUNTLET



RITUAL
HAIRPIN



INNER PENTAGULIA



STORYCHECK

You've freed all of your friends, and Leo has reunited with you after ditching his disguise. Life is good. Return to the tunnels beneath the Towers and Leo says that there's a secret passage behind a statue. Walk to the statue of Althena and press **X** (while standing in front of it—if you're on either side, you'll heal yourself instead) to reveal the passage. Proceed through the hidden hole and follow the tunnel to a dark sanctum, where poor Lucia is chained to the wall and being verbally assaulted by Ghaleon and the fake Althena. The fraudulent Goddess speaks of her not-



▲ Well, for starters, she wouldn't wear quite so much mascara..."

very-nice plan to sacrifice Lucia in exchange for eternal life. Continue along the balcony until you emerge back inside the Pentagulia Shrine. Walk north through Althena's bedroom (take a peek at the green book on the table—and check out all those liquor bottles on her vanity!) into a chamber filled with evil priests, just like the chanting crazies you encountered in Azado Tower. Walk west and south through the tunnel until you catch the tail end of a conversation between Ghaleon and Lucia, in which Ghaleon asks what will happen to Lunar when Lucia has "used the humans and cast them aside." Leo ditched your party to find the Goddess and ask her what's going on.



▲ Oh, great, you just broke the statue...hey, wait a minute!

STORYCHECK

Enter the sanctum, walk up to Lucia, and press **X** to cut her loose. Lucia declares that she needs to find the true source of Althena's power, and storms out of the sanctum to begin her search. Follow her back into the Shrine and go upstairs, then follow her out to the Balcony. Lucia blasts through the railing and leaps into the lake about 30 stories below. Follow Lucia's lead and everyone jumps to their deaths. No, actually, they land at the base of the Goddess Tower, which was concealed beneath the illusory "lake."

Attempt to enter the Tower and you're rebuffed by a magical barrier. Retreat down the stairs and your party is surrounded by the "Goddess" and her cohorts: Mauri, Borgan, and Lunn. Just before Ghaleon arrives to seal your fate, Hiro and the Gang are teleported out of Pentagulia by the White Dragon Wings. Althena reams Ghaleon for being fashionably late...then Zaphar reams Ghaleon for wanting to hunt down Lucia. He tells his troops to chill out and wait for Lucia to make the next move.



▲ But did you know that Stamp collecting is one of my hobbies?"

LEAP OF FAITH



▲ Well, it's certainly more ironic than rain on your wedding day. (Did Alanis ever think to look up the definition?)

Meanwhile, Hiro & Co. appear at the top of Taben's Peak. Talk to your pals, then talk to Nall. Lucia says that Nall is obligated to help her break the seal of Pentagulia because he's...drum roll, please...the White Dragon! Nall then reveals that Ruby is...louder drum roll, please...the Red Dragon! After those shocking revelations, Nall has a li'l flashback about his encounter with Ghaleon, who stole his Dragon Aura. Speak to Nall a second time and he lays out your new objective: collect the Dragon Auras from the Four Heroes, and remove the Dragon seals. Respond to Nall's challenge with "Adventure is my middle name!"; then chat with each of Hiro's pals to have them rejoin the party. When the last person rejoins you, a Dragon Kid runs into Nall's chamber with urgent news: the *Destiny* has been spotted near Vane. One White Dragon Aura, coming up! Leave the Peak and board the *Destiny*.

STORYCHECK

DEFEAT LEO!

Make sure Hiro is equipped with a Healing Ring, then speak with Leo. The White Knight curses himself for not realizing the nefarious nature of Althena's Chosen, and asks Hiro to defeat him in battle, to prove the strength of his beliefs. During the fight, use the PoE Sword to attack, and gobble a healing item when Hiro's health is low. (Leo's Attack strength varies from 60 to 200, depending on the attack he's using.)

When you knock Leo to the deck, he graciously accepts defeat, gives you the **White Dragon Aura**, and even gives you directions to the White Dragon Cave. Oh, but that's not all: Leo takes you to the helm of the *Destiny*, shows you the controls, and hands over the pink slip. You're now the proud possessor of the Dragonship. Sweet! Leo then departs the *Destiny* to try and deal with the fact that he was working in the service of evil. Sour! Walk up to the wheel and press **X** to start her up.

LEO	
ATTACK	60-200
ATTACKS	2
DEFENSE	200
AGILITY	50
SPEED	50
WISDOM	25
MAGIC END	60
RANGE	18
LUCK	10
HIT POINTS	750
EXP POINTS	5000
SILVER	0



▲ When Leo's spinning his sword, he's going to use the Flash Blade attack.



▲ When Leo's holding his hand out, he's going to cast an attack spell.



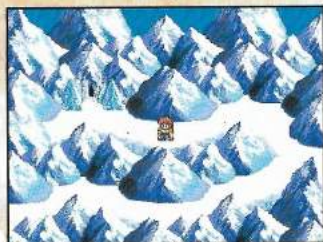
▲ When Leo's thrusting his sword, he's going to use a regular attack or a healing item.

STORYCHECK

C'MON, JOIN THE JOYRIDE!

Here are some basics to keep in mind when driving the *Destiny* all over Lunar and creation:

1. To take control of the *Destiny*, walk up to the wheel and press **X**. When you want to park the *Destiny* and get off, press **□** (to appear on the *Destiny's* deck) or **X** (to appear on the world map).
2. The *Destiny* can drive across water, flatlands, and forests, but can't drive over mountain ranges. The *Destiny* also can't drive from land into water, or from water onto land, unless the land is just above sea level (a beach, in other words). The first beach is next to



▲ Hiro dons his thermal underwear before the long walk to the Cave.

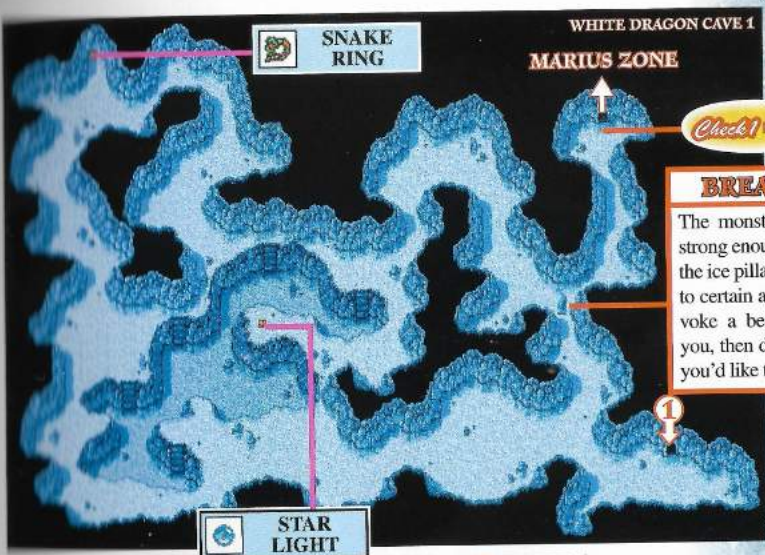


▲ "So are we going straight to the White Dragon Cave, or are we gonna do some water-skiing first?"

Meribia, and we'll guide you to other beaches in the pages to come.

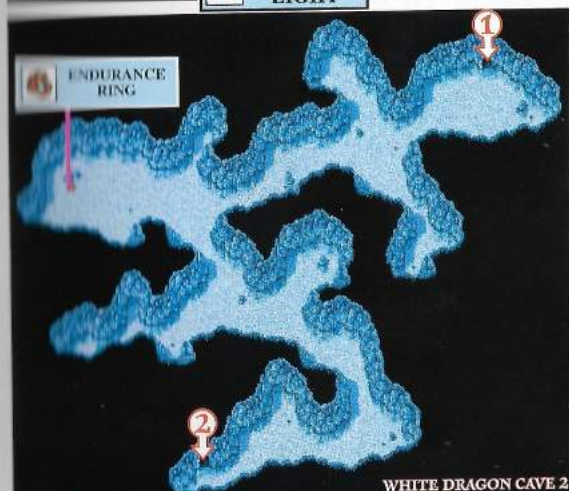
Okay, time to get rollin'. Drive the *Destiny* west to Meribia, then down the beach and into the North Sea. Continue driving west until you see the snowy coast. Drive onto the snow and follow the path inland, then park the *Destiny* and walk to the White Dragon Cave.

WHITE DRAGON CAVE



BREAK THE ICE

The monsters in the Cave are strong enough to smash through the ice pillars that block the way to certain areas and chests. Provoke a beast into charging at you, then dash behind the pillar you'd like to see shattered.



MONSTERS



CHIRO MONGREL
(P. 72)



SHIRO MONGREL
(P. 72)



MECHA STAR
(P. 72)

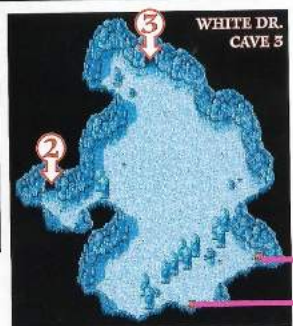


MUTANT FLY
(P. 72)



YETI
(P. 73)

You won't be able to defeat the Chiro Mongrels—not for a long time, at least—so don't get frustrated when they run away. As for the other beasts, three out of four are vulnerable to Fire spells; only the Mutant Fly is resistant. Use Ronfar's Anger Dice and Lemina's various Fire spells to toast your attackers.



	CHIRO CREST
	WIND CREST



ICE STAFF



VITALITY VIAL



Check1 →

DRAGON DIAMONDS HAPPEN

It's time for a very embarrassing acknowledgement: **LUNAR 2** has one of the most glaring continuity errors in RPG history. When you enter the White Dragon Cave, Nall tells you to locate four chests made of ice. Slight problem: while those chests were present in the SEGA CD version of **LUNAR 2**, they *don't* exist in the PlayStation® version. Thus, you should ignore Nall's bogus instructions and head straight for the White Dragon Lair. (Would it make you feel any better to know that we stuck a copy of this book up the wazoo of every one of our game testers?)



▲ This is a bald-faced lie. You don't need no stinkin' ice treasures.



▲ Another blatant boo-boo which our crackhead testers didn't catch. Sigh.

Check2 →

BEAT THE WHITE FIEND!

Before entering battle with the White Fiend, use the Order command to place Jean on the far left, and everyone else on the far right. You want Jean to be the sole target of the Fiend's single-character attacks. Also, equip Jean with the Seal and Warrior Crests to give her Attack strength a massive boost.

Hiro should use the Poe Sword on every turn. No shocker there. **Ronfar** should cast Saint Litany on Jean during the first turn, then use Anger Dice (if everyone's cool) or a healing spell in subsequent turns. **Jean** should use her regular attack, since the Fiend is resistant to all of her spells. **Lemina** should use Erase Magic if the Fiend is going to use Attack 1, Dispel Magic on the Fiend if it's going to use Attack 2, or Flame Shot if it's going to use Attacks 3 or 4.

WHITE FIEND

ATTACK	100
ATTACKS	1
DEFENSE	100
AGILITY	100
SPEED	43-82
WISDOM	40-99
MAGIC END	80-99
RANGE	0
LUCK	10
HIT POINTS	4500
EXP POINTS	11000
SILVER	0

200

WHITE DRAGON CAVE

LUNAR 2: THE OFFICIAL STRATEGY GUIDE

Attack 1 When a white circle appears beneath the Fiend, it's going to spray the battlefield with frozen water, damaging every character. This attack also fills the battlefield with the Water element. Use Lemina's Erase Magic to cancel the element, or the Fiend's attacks will become much stronger.

Attack 2 When a glowing pentagram appears beneath the Fiend, it's going to cast a spell on itself to increase its Attack and Defense power. Counter this by casting Lemina's Dispel Magic on the Fiend. (This is also an ideal turn for you to use Ronfar's Anger Dice if everyone is healed up.)

Attack 3 If the Fiend's head is raised, it's going to smack one character with a powerful ice attack. (This character will usually be Jean, unless the dancing queen is unconscious.)

Attack 4 If the Fiend is just standin' there and breathin' in and out, it's going to fly into the air and tag every character with an ice attack.



▲ A white circle beneath the Fiend's big belly indicates...



▲ ...that the Fiend is going to activate the Water element.



▲ When the ultimate symbol of evil is beneath the Fiend...



▲ ...you know that a power-up spell is a-comin'.



▲ When the Fiend has its nose raised into the air...



▲ ...a character is about to get crunched by ice chunks.



▲ When the Fiend isn't doing anything especially interesting...



▲ ...you know that a bombardment of ice is imminent.

NALL COMES ALIVE!

After you've foiled the Fiend, walk into the White Dragon Lair and press **X** at the edge of the cliff. Nall turns into the White Dragon and gives you the **White Dragon Crest**, which allows any character who equips it to cast the White Dragon Protect spell. Nall also clears away the ice blocks to the south of the Cave. Return to the *Destiny* and sail south to Horam, the town of kung-fu fighting where everybody is fast as lightning. In fact, it's a little bit frightening.

LAPAR 2: THE OFFICIAL STRATEGY GUIDE



▲ "Your claws are pretty cool, but your hairstyle is so five centuries ago."



▲ Head for Horam and learn *The Matrix*-style kung fu.

WHITE DRAGON CAVE

HORAM



ITEM SHOP

HERB	40S
HEALING NUT	200S
HOLY WATER.....	100S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
PROTECT. RING	3200S
WARRIOR CREST	4000S
POWER CREST	3500S

WEAPON SHOP

PLATINUM BLADE	5360S
SAMURAI SWORD	6840S
FLAYING FLAIL	5760S

ARMOR SHOP

WARRIOR SHIELD	2170S
BEJEW. BRACELET	1890S
JEWEL GAUNTLET	1540S
WARRIOR ARMOR.....	5840S
HOLY CLOTHES	3520S
IMMORTAL ROBE	3200S
WARRIOR HELM.....	1470S
PRAYER BANDANNA	1260S
RITUAL HAIRPIN	900S



STORYCHECK

GO THE WONG WAY

Enter the Wong Dojo and talk to Wong-Lee, who's panicking because none of his students have the sack to face Lunn and his minions in a martial-arts tournament. Jean tells Wong-Lee her story, and asks him to help her with her quest. Chat with the Wongster a second time and he explains that Shadow Dragon Karate and Blue Dragon Karate are one and the same. Jean tosses aside her dancing duds and puts on a karate outfit in preparation to kick some serious butt. (See *Shadow Warrior* below.) Wong-Lee gives Jean's new duds two snaps up, then hands over an **Invitation** to the Zen Zone Tournament. Buy the latest and greatest equipment in Horam's shops, then drive the *Destiny* south, across the canal, to the Zone.



▲ "...but you have a wicked case of old whiff."

ANIMECHECK

SHADOW WARRIOR

INT. WONG DOJO

We slowly PAN UPWARD to see JEAN kneeling on the wooden floor. DISSOLVE INTO PAN LEFT. After a reflective moment, Jean picks up a pair of GAUNTLETS. We watch a MONTAGE of Jean donning her combat clothes as we listen to her thoughts:

JEAN (V.O.)

Once, I tried to bury the past...but it will not be buried. The knowledge haunts me. I will deny it no more. And so it has come to this...

CUT TO CLOSE-UP behind Jean as she stands up.

JEAN (V.O.)

I must now embrace what I once despised.

CUT TO CLOSE-UP of Jean's BLACK BELT as she pulls it tight.

CUT TO CLOSE-UP of Jean's muscular LEGS and PAN UPWARD.

JEAN

The time has come to put aside the mask I have chosen to wear.

CUT TO CLOSE-UP of Jean's intense face.

JEAN

I'm finished running away. This is my destiny.

FADE OUT.





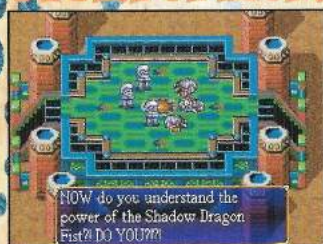
MERCHANT

HERB	40S
HEALING NUT	200S
HOLY WATER.....	100S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
CHARM CREST	3000S
DREAM CREST	3000S

STATUE



STORYCHECK



▲ "I understand that you use punctuation marks for melodramatic purposes...."

same techniques you used in your first fight for another easy victory. Heal your wounds after the battle is won, talk to the ringside dude and say **"You better believe it!"** to begin the final fight against three Shadow Assassins. Stick to the same strategies as before, but stay on your toes—the Assassins are very strong, and (usually) faster than Hiro or Ronfar. After your victory, purchase a few Healing Nuts from the merchant, and equip Jean with a Healing Ring.

Walk north and talk to Lunn twice. Respond with **"Then I suppose I have to win!"** to engage him in a one-on-one match. Refer to the next page for strategies (and you definitely need 'em against Lunn). When you defeat Lunn, he gives you the **Blue Dragon Aura**. Keep talking to Lunn for more outpourings of guilt, then leave the Zen Zone and return to the *Destiny*. Drive west into the water and drive north to the Blue Dragon Cave.

I KNOW KUNG-FU

Talk to the mildly-psychotic guard and flash the Invitation to be allowed into the Zen Zone. Chat with everyone you see, saving the man at ringside for last. Answer the fight coordinator with **"Let's get it on!"** to enter your first-round match against three Flash Ninjas (erroneously called Wolf Guards). Hiro should use the Poe Sword (or Sybillium Sword if the Ninjas are grouped together), Ronfar should use healing spells or Anger Dice, and Jean should use the Blue Dragon Palm (so make sure she doesn't have the Seal and Warrior Crest combo). After whupping the Assassins, you take a rest at ringside and watch as the Shadow Dragon Cultists inflict further damage on an opponent who's already been knocked out. Bad form!

Use the statue of Althena to heal up, then talk to the ringside dude once again and say **"As ready as we'll ever be."** to enter the second-round match against three Wolf Guards (erroneously called Flash Ninjas). Call upon the



▲ "Um, why don't you just hold onto your tube of Preparation H for now?"

BEAT MASTER LUNN!

We wrote it once, and we'll write it again: make sure Jean is equipped with a Healing Ring before the start of this battle, because she'll need every possible HP against the Master. Cast the Dopple Dance spell in the first round of combat (if Jean has it—otherwise, use a Blue Dragon Punch) and then follow the strategies below. Use a Healing Nut if Jean's HP are 50 or less, as even Lunn's weakest attack usually does 50+ HP of damage.

An important note: Lunn won't move from his position on the battlefield unless you attack him directly with the Attack command. Thus, don't attack him directly, so you can entirely avoid the devastating Attack 3. Read more about this avoidance technique below.

LUNN	
ATTACK	100-150
ATTACKS	1
DEFENSE	130
AGILITY	15-20
SPEED	60
WISDOM	90
MAGIC END	100
RANGE	0
LUCK	5
HIT POINTS	2100
EXP POINTS	8800
SILVER	0

Attack 1 When Lunn's leg is extended in front of him, he's preparing to leap into the air and strike from above. This is Lunn's second-most powerful attack.



▲ When Lunn's leg is laid out in front of him...



▲ ...he's gonna kick Jean upside her pretty head.

Attack 2 When Lunn is standing with his arms crossed, he's going to teleport next to Jean and strike her with a flurry of knees to the noggin. This is Lunn's weakest attack.



▲ When Lunn is striking a stern pose...



▲ ...he's gonna punch Jean a few times to soften her up.

Attack 3 When Lunn is standing with his palm extended, he's going to use the Blue Dragon Punch, his most powerful attack. Make sure Jean is healed to the max...or simply use the Defend command to move up or down, out of the way of the Punch, since it's a straight-line attack. Clever, eh?



▲ When Lunn's hands are in striking position...



▲ ...he's about to unleash the devastating dragon.

Attack 4 When Lunn is standing with his hands at his sides, he's going to cast a spell to heal himself (usually 300+ HP) and boost his Defense rating. Use this break to heal up and prepare for the next round.

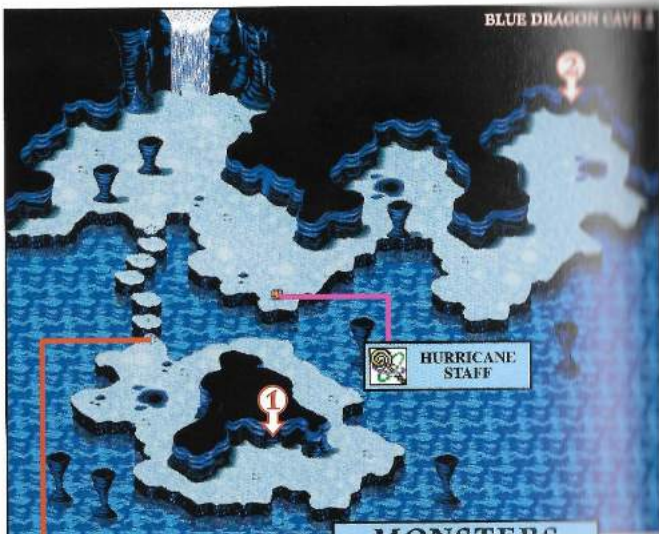


▲ When Lunn's arms are relaxed...



▲ ...he's gonna heal himself with medical magic.

BLUE DRAGON CAVE



HOP, SKIP, JUMP

Hiro will automatically hop across this line of little ledges when you walk up to it. You'll encounter several more groups of ledges as you plunge deeper into the Cave.

MONSTERS



DOOM RIGGER
(P. 73)



SCURVY SLUG
(P. 74)



AQUA ASSASSIN
(P. 73)

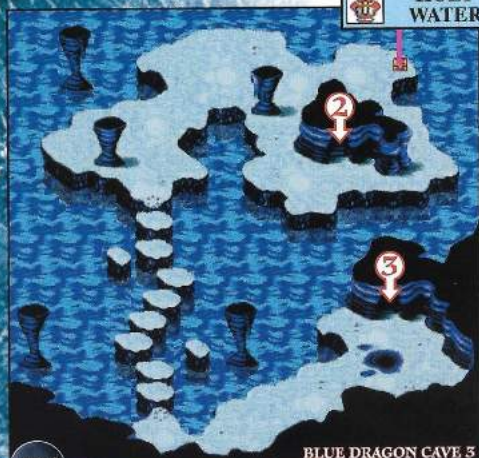


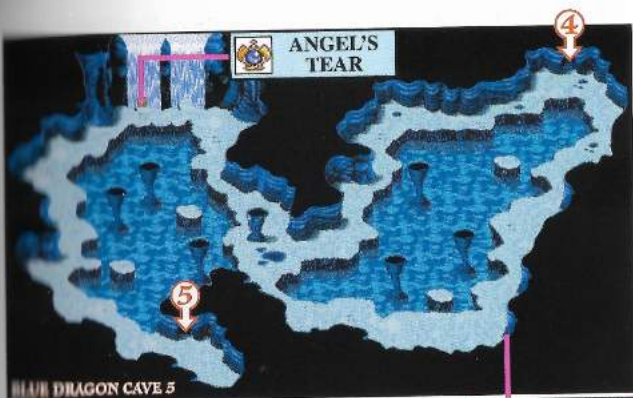
TIGER SHARK
(P. 74)



WATER FLEEM
(P. 74)

The Doom Rigger and Scurvy Slug are two of the weirdest monsters in the game, but they're not particularly deadly. Four of the five monsters in the Cave are weak against Fire spells, three against Thunder, and two against Wind, so cast your spells accordingly...but save enough of your MP for the big beef against the Blue Fiend.





FEELIN' BLUE

Throw the Aura at the crystal and chat with the laconic Blue Dragon, who somewhat reluctantly pledges his aid to Lucia (after being scolded by her for almost spilling a secret). You obtain the **Blue Dragon Crest**, and you can now sail the *Destiny* around the Blue Dragon Cave, heading south to Zaback.



BLUE DRAGON CAVE

207

The Blue Fiend ain't too different from his albino bro, the White Fiend, when it comes to attack strategies. Use the Order command to place Jean on the far left (to gain the Fiend's undivided attention) and the rest of the party on the far right. Equip Jean with the White Dragon Crest and the Phoenix Ring, which reduces damage from the Fiend's water spells.

Hiro should use the Poe Sword on every turn. **Ronfar** should cast Saint Litany on Jean in the first turn, then use a healing spell or the Anger Dice (to which the Blue Fiend is especially weak), depending on the situation. **Jean** should cast White Dragon Protect (if Attack 1 is on the way) or use her regular Attack. **Lemina** should cast Erase Magic (against Attack 1) or Flame Shot.

BLUE FIEND

ATTACK	120
ATTACKS	1
DEFENSE	120
AGILITY	100
SPEED	46-91
WISDOM	80-110
MAGIC END	40
RANGE	0-16
LUCK	10-30
HIT POINTS	5000
EXP POINTS	16500
SILVER	0

Attack 1 When the Fiend is rearing its ugly head and "inhaling" magical power, it's going to unleash a wet and wild attack that smacks everyone on the battlefield, and activates the Water attribute. Use Jean's White Dragon Protect (to prevent damage) and Lemina's Erase Magic (to cancel the attribute).



▲ When the Fiend is taking big ol' gulps of energy...



▲ ...it's about to make all of your characters very wet.

Attack 2 When the Fiend is just kinda sitting there doing nothing, it's going to drop a water bomb which damages anyone within range. (If Jean's alive and to the far left, she'll be the only one to get splashed.) This attack also has a chance of muting its target(s).



▲ When the Fiend is bored out of its maniacal mind...



▲ ...the battlefield will explode with splashy-splashiness.

Attack 3 When the Fiend's horns and eyes are glowing, it's going to summon a waterspout which sucks all of your characters into the air and slams 'em back down to the ground. Fortunately, the attack doesn't change your characters' positions on the battlefield.



▲ When the Fiend's horns are glowing like neon...



▲ ...all of your characters are going for a watery ride.

Attack 4 When there's a pentagram under the Fiend, it's going to cast a healing spell on itself. Use this turn to heal your party members and prepare yourself for the Fiend's next, uh, fiendish attack.



▲ When the Fiend is squatting on the Devil's symbol...



▲ ...it's going to heal itself with the power of Beelzebub!

STORYCHECK

You've defeated the Blue Fiend and obtained the Blue Dragon Crest. Leave the Cave (by using the White Dragon Wings), board the *Destiny*, and sail south, using the newly formed waterway just north of the Cave. Keep heading south until you spot a massive



▲ It's big, it floats, and it places the *Destiny* in a sucky predicament.

FRICKIN' FORCE FIELD

city floating in the sky! This is Neo-Vane, the demented creation of the equally demented Borgan. (See *Neo-Vane* below.) Hiro and the Gang are stunned by the sight of Neo-Vane...and downright pissed when Neo-

Vane surrounds the *Destiny* with a powerful force field. You can try to drive through the magical barrier until your left thumb falls off, but you'll never be able to break it. Get off the *Destiny* and walk west to the entrance of the Zaback Mines.



▲ This waterway doesn't appear until you've claimed the Blue Dragon Crest.

ANIMECHECK

EXT. MARIUS ZONE

FADE IN on a flock of BATS, FLAPPING away from the camera and SQUAWKING as they ascend into the gloomy sky. Several of Neo-Vane's huge TOWERS come into view as the city floats across the sky.

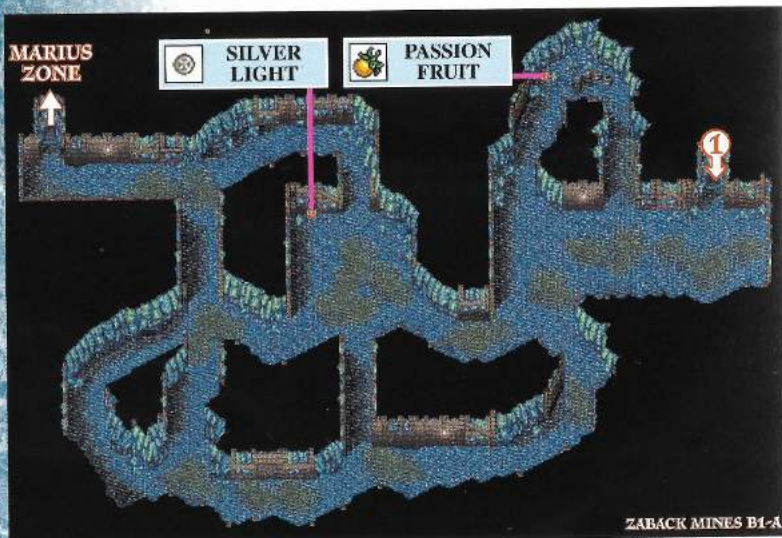
CUT TO a shot of a small LAKE, and PAN UPWARD to see NEO-VANE hovering a few hundred feet above the water. The chattering bats fly in circles beneath Borgan's monstrous city, attracted to its evil aura like moths to a flame.

FADE OUT.

NEO-VANE



ZABACK MINES



MONSTERS



BIG BOOMBA
(P. 74)



BOOMBA BABY
(P. 74)



BOOMBA BOY
(P. 75)

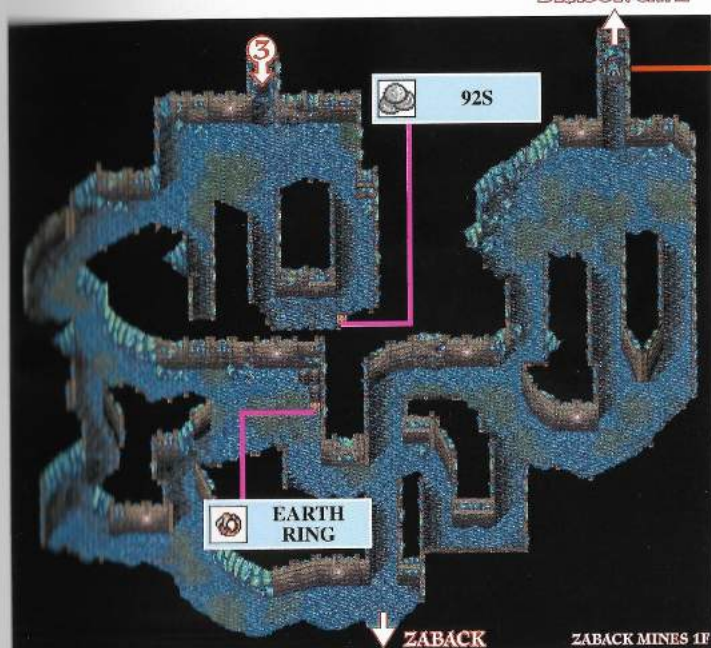


ELDER BOOMBA
(P. 75)

The kamikaze Boombas do serious damage with their suicidal explosions, but you can doose their burning fuses with Lemina's Water spells, to which every type of Boomba is vulnerable. (And if you're wondering how explosive devices managed to achieved sentience, oh, Bor-gan's evil magic brought them to life. Yeah, that's the ticket.)



BLACK DRAGON CAVE



LET US IN!

You can't get into the Black Dragon Cave for quite a while yet, but you can knock on the locked door, which prompts a comment from Lucia.

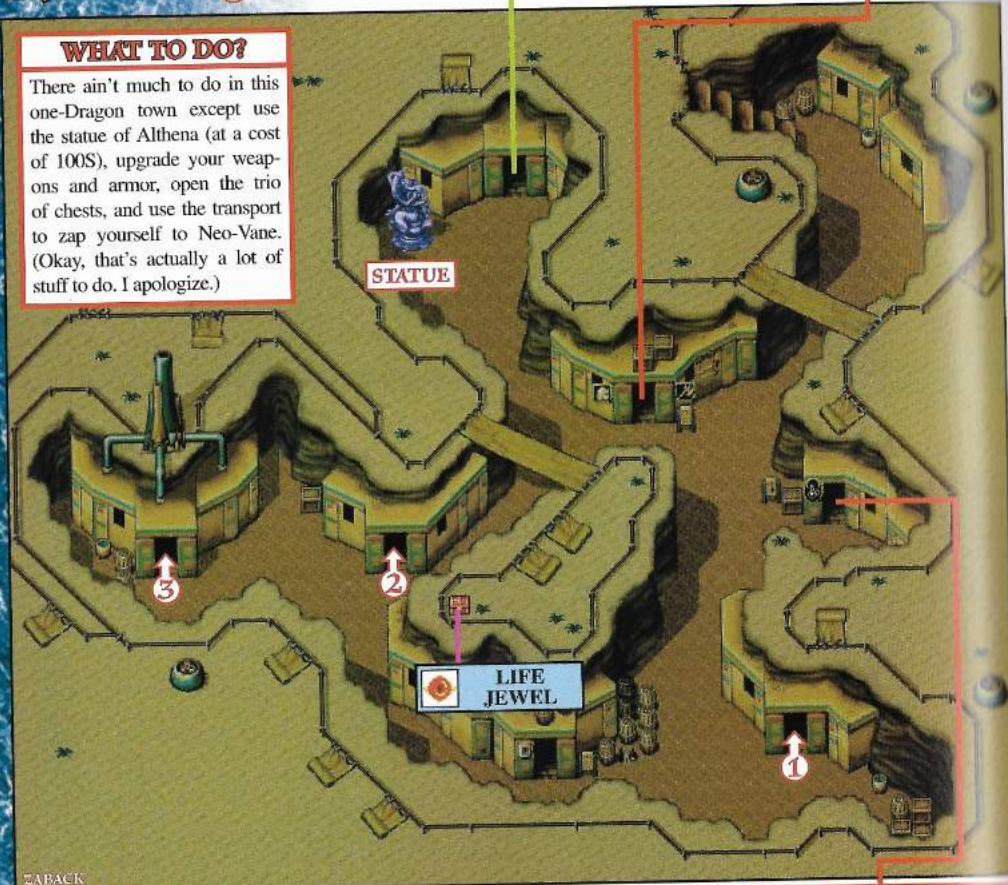


WEAPONS/ARMOR

AMETH. BRACELET ..	25000
LEOPARD ARMLET ..	24800
BATTLE CLOTHES	46800
NINJA WRAP	54900
SPIRIT BANDANNA	16800
AMETH. HAIRPIN	16800
AMETH. MACE.....	20000
BLACK PANT. CLAW...	59400

WHAT TO DO?

There ain't much to do in this one-Dragon town except use the statue of Althena (at a cost of 100S), upgrade your weapons and armor, open the trio of chests, and use the transport to zap yourself to Neo-Vane. (Okay, that's actually a lot of stuff to do. I apologize.)



PASSION
FRUIT

ZABACK HOUSE 2



ZABACK HOUSE 1



PEASANT
CLOTHES



ITEM SHOP

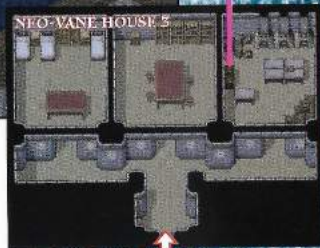
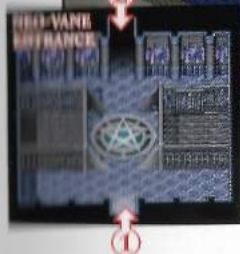
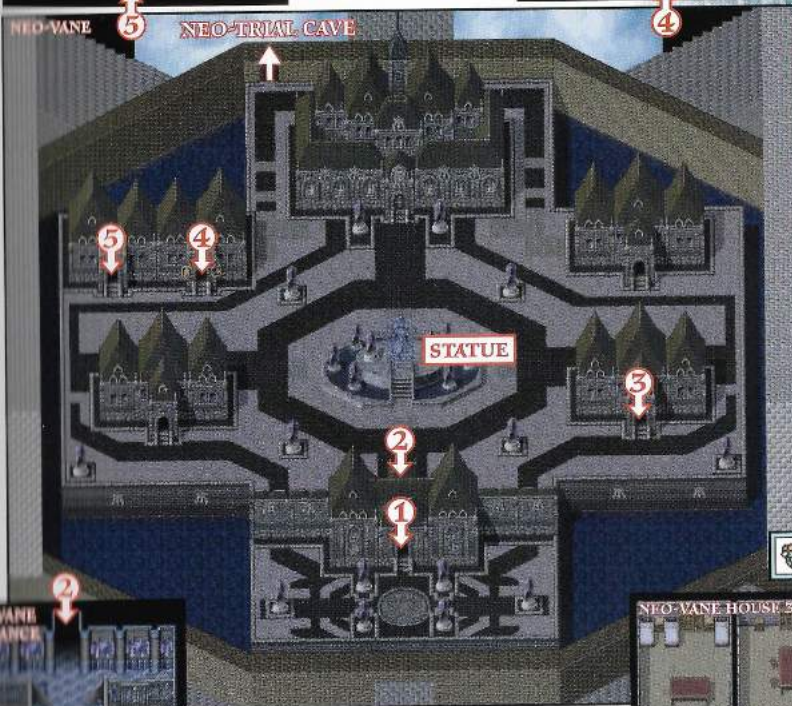
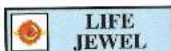
HERB	400
HEALING NUT	2000
HOLY WATER.....	1000
VITALITY VIAL	500
ANGEL'S TEAR	10000
MIND CREST	30000
SNAKE CREST.....	30000

ITEM SHOP

HERB	40S
HEALING NUT	200S
HOLY WATER	100S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
STAR LIGHT	2000S
ANTI-MAGIC RING... ..	9000S
MAGIC EYE CREST	4000S

NEO-VANE BAZAAR

AMETH. SHIELD	2880S
MYSTIC GAUNTLET ...	2160S
AMETH. ARMOR	5040S
WISDOM ROBE	4500S
AMETHYST HELM	2000S
AMETH. SWORD	8500S



STORYCHECK

NO NEO-VANE FOR YOU!

Walk into the Neo-Vane Entrance building and talk to the orange-haired woman, who explains that she needs to "verify" the magic power of your party members before she will allow you into Borgan's burg. Walk onto the pulsing green star and the seizure-inducing "verification" process takes place, teleporting Ronfar and Jean into the prison cell on the left side of the star,



▲ Respect your elders, even when they use dirty words like "sucks."

and Hiro, Lemina, and Lucia into the cell on the right. A miffed Ronfar and pissed Jean ask to leave, and the woman grants their request...by dropping them through a trap-door into a section of the Zaback Mines. This could be a problem! Continue north into Neo-Vane, talk to the stuck-up magicians, and buy new equipment for Hiro and Lemina. When you're ready to rescue your pals, walk into the northwest corner of Neo-Vane and enter the Neo-Trial Cave.



▲ Jean and Ronfar are prevented from socializing with the stuck-up citizens of Neo-Vane. No big loss.





NEO-VANE

MONSTERS



DARK LORD
(P. 75)



GORGON
(P. 75)

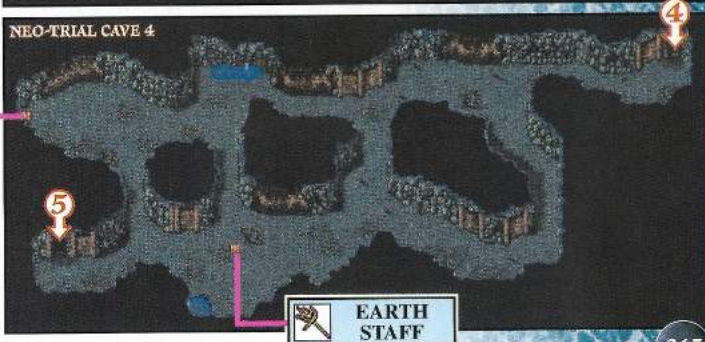


ROCK BITER
(P. 75)



SCREAM SPHERE
(P. 75)

The Dark Lord and Scream Sphere aren't vulnerable to anything, making them more dangerous than the Gorgon and Rock Biter, both of which are wusses against elemental magic. None of these monsters are vulnerable to physical attacks, however; you'll have to use magic attacks throughout the Neo-Cave.





Check 1 ➡

Jean and Ronfar are on the second floor of the Neo-Trial Cave, which is blessedly free of monsters trying to rip your lungs out. Talk to your friends to trigger them into rejoining you, then chat with the poor bastards scattered around the mine. Several of them mention a magical door at the bottom of the Cave. I just bet that's our ticket into the Neo-Magic Guild, by crackee!



▲ This could well be the biggest word Ronfar has ever used.



▲ Jean ain't real happy about being dropped from a great height.

CAVERN CHIT-CHAT

Check 2 ➡

Walk up to the shimmering magical door (ooh, pretty!) and press the **X** button. Lemina disables the barrier with a snap of her fingers and a yellow flash of light. Wow, that was... underwhelming. Let's jazz up that lock-breaking spell, huh, Blondie? Walk through the door and into the Neo-Guild.



▲ "I even tried explosive flatulence... which is *not* recommended, by the way."



▲ It always helps to talk a little smack before casting a spell.

DOOR DESTRUCTION



Borgan took time out of his busy schedule to make a personal appearance at Working Designs' booth during the 2000 Electronic Entertainment Expo in Los Angeles, California...and, as evidenced by the above photographs, the man is a babe magnet. (Note that every woman "freaking" with Borgan is wearing red clothing; thus, if you see a woman in red, ask her out ASAP.)

You now have three Healing Rings, so make sure they're all being worn. Equip Jean with the White Dragon Crest and Lemina with the Blue Dragon Crest, then use the Order command to spread out your characters (or stick poor Jean to the far left), to minimize the effect of Borgan's sleep spell (Attack 3).

Hiro should use the Poe Sword on every turn. No, really. **Ronfar** should cast Saint Litany on someone in the first round, and healing spells on subsequent turns. (He can sneak in an Anger Dice if everyone's healthy.) **Lemina's** spells don't do much against the big man, so have her cast Power Flame and Ice Shell spells on the party members (starting with Hiro and Jean). **Jean** should use the Blue Dragon Palm, except during Attack 2. If she's out of MP, use her regular Attack instead.

BORGAN	
ATTACK	150-200
ATTACKS	1
DEFENSE	180-200
AGILITY	80
SPEED	10-200
WISDOM	70-127
MAGIC END	120
RANGE	0
LUCK	10
HIT POINTS	4200
EXP POINTS	18700
SILVER	0

Attack 1 When the left-most of the three disembodied heads above His Royal Fatness is brightly glowing, he's about to cast a spell which steals around 100 MP (!) from one character. Well, at least he's not stealing your Twinkies. Use a Star Light to restore the lost MP.



▲ When the left head is shining like a lucky penny...



▲ ...Borgan's going to plunder MP from one of your peeps.

Attack 2 When all three of the heads are glowing, Borgan's about to slam the screen with five spinning pillars of pitch-black energy. Have Jean cast the White Dragon Protect spell (if she has the MP) to keep your party members happy and healthy.



▲ When all of the heads are pulsing in spooky unison...



▲ ...Borgan's going to sweep the screen with darkness.

Attack 3 When the middle head is glowing, Borgan is about to cast an explosive spell which does massive damage to its target, and which might also cause anyone within its range to fall asleep.



▲ When the middle head is throbbing like a stubbed toe...



▲ ...Borgan's going to blow someone up real good.

Attack 4 When the right-most head is glowing, Borgan creates a magical barrier. (It appears at the start of the turn, before any of your characters can act.) The barrier absorbs roughly 800 HP of damage before shattering and allowing you to resume punching Borgan in the gut.



▲ When the right head (not the correct head) is glowing...



▲ ...Borgan's going to cower behind magical glass.

After you knock Borgan off his floating perch, you snatch the **Black Dragon Aura** from his flabby hands. Proceed up the stairs to the second floor of the Neo-Guild. Take the Red Pill out of the chest, then ascend the stairs into a room where Lady Miria is being held "hostage" by a pile of presents from Borgie-Porgie. Speak to Miria until the room starts shaking. The beaten Borgan shows up and explains that, without the power



▲ Borgan spent the next 20 minutes outlining what he'd like for his last meal.



▲ I somehow doubt that Miria really put up too much of a protest.



▲ "Well, you seem to live with all the chocolate syrup on *your* hands..."

of the Black Dragon to keep it aloft, Neo-Vane is headed for the ground at give the Black Dragon Aura back to the big guy when Lucia mentions that manipulating the Black Dragon's power is but a trifle for her. One rough-but-not-deadly landing later, Borgan goes into a tirade about how his life sucked before he possessed the Black Dragon Aura, and how it will suck again now that he's lost the Aura's power. Cry me a river, fat boy.

Unfortunately, it's impossible to walk past the blubbering Borgan to continue your quest, so talk to him instead. Lemina apologizes to Borgan (!) and asks him to help with the restoration of Vane's original Magic Guild. Captain Chunk quickly agrees, and hands over the Cave Key to the Black Dragon's lair. Chat with Miria and Borgan again, then leave the Neo-Guild (via the front door) and return to the Zaback Mines. Walk into the northeast corner of Floor 1F and open the door.

RETROCHECK

While the boss battles in the PlayStation® version of **LUNAR 2** certainly aren't easy, they're also nowhere near as challenging as they were in the SEGA CD version. (We could go into a lengthy digression about the overall wimpification of videogames in recent years, as developers struggle to produce games which appeal both to the mainstream market and the hardcore gamer, but this book is already way too long as it is.)



▲ If the Gravity Bomb attack doesn't make you cuss like a sailor, you are the saddest videogamer of all time.

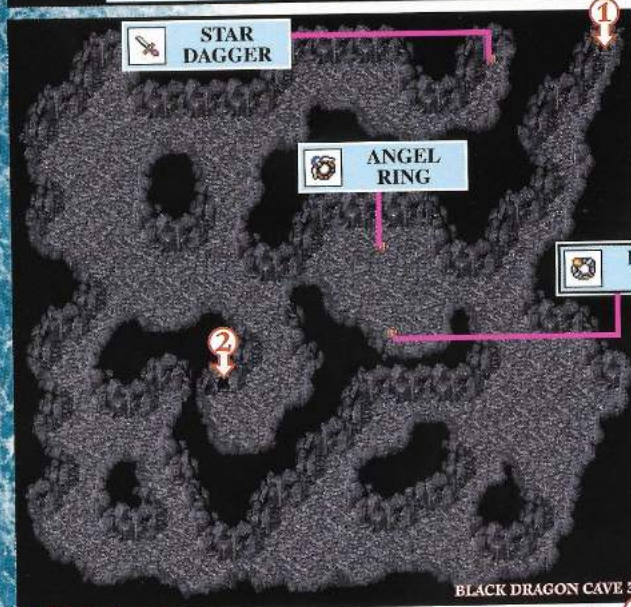
BORGAN, YOU BASTARD!



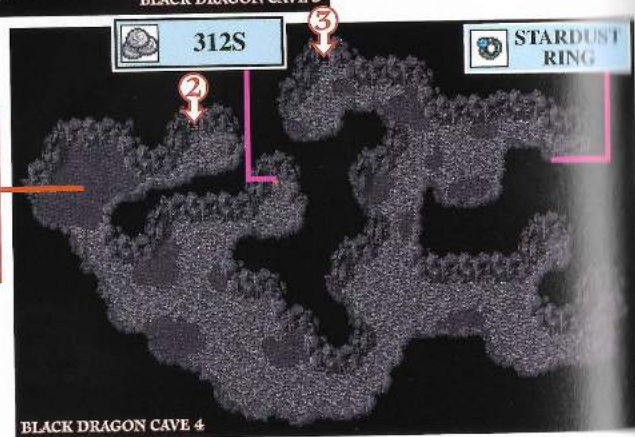
Of all the bosses in the SEGA CD version, one fella in particular sent many gamers into controller-throwing conniption fits: beefy Borgan. In the PlayStation® version, Borgan's a single target; in the SEGA CD version, the fat man and his three orbs were individuals targets, and determining the order in which to attack the orbs was, pardon the profanity, a cast-iron bitch. Said a member of the Working Designs message board: "Annoying. Frustrating. Property-damaging. These words are not nearly strong enough to describe the evil that is Borgan. Borgan bad. I'm going to huddle in a corner now."

▲ Borgan's statistics were scaled back during the SEGA CD version's localization, and he's *still* almost invincible.

BLACK DRAGON CAVE



POISON PUDDLES
Dash through the acidic pools of Black Dragon waste as quickly as possible to minimize the damage to your party members (and their fragile feet).

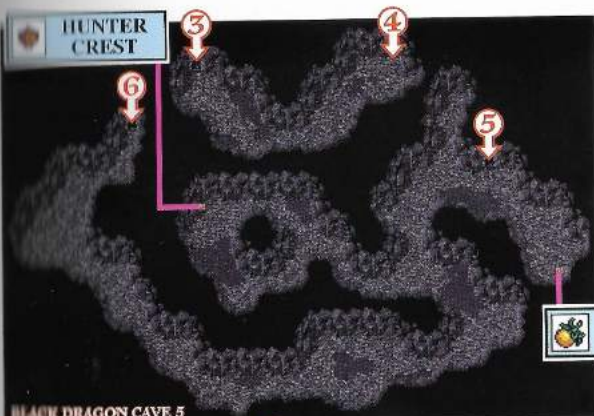


MONSTERS	
 CHAOS FIEND (P. 76)	 SOUL YAPPER (P. 76)
 WEBHEAD (P. 76)	 ZOMBIE (P. 76)

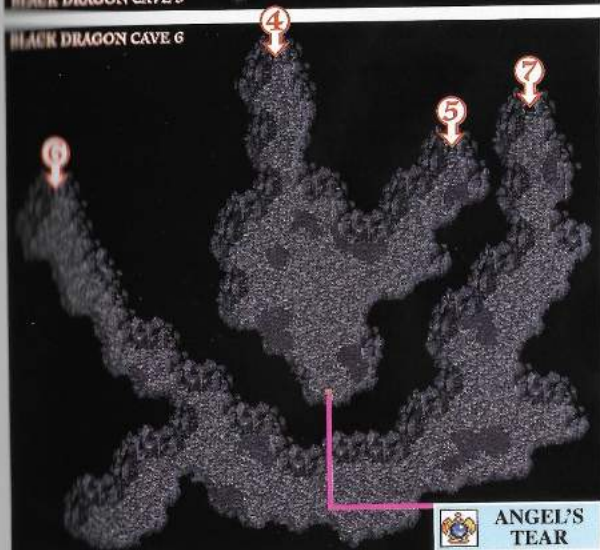
This is an extremely difficult area to traverse, because three of the four monsters are resistant to *all* magic and weak against none. (The Webhead is vulnerable to elemental spells, bless its heart.) Conserve your MP and run around and away from the critters whenever possible. If you're forced to fight, don't be surprised when your most powerful spells don't do squat.

Note to self: chain mail is not at all effective against thunder magic.





BLACK DRAGON CAVE 5



BLACK DRAGON CAVE 6



BLACK DRAGON CAVE 1



PASSION
FRUIT

WALK TO BLACK

Walk to the end of the ledge and press to float across to the Black Dragon. You automatically liberate Black Beauty from his crystal prison and receive the **Black Dragon Crest** (which grants you the Black Dragon Grief spell). Three Dragons down...and Ruby to go. Leave the Cave and return to the *Destiny*, which is no longer trapped inside that heinous dome of energy. Sail east to the town of Raculi, in the Minea Sea.

BLACK DRAGON LAIR



BLACK DRAGON CAVE

Equip one of your characters with the super-cool Stardust Ring, which is the MP equivalent of the Healing Ring, and equip Ronfar with a ring which makes him paralysis-proof. The Black Fiend is almost impervious to physical attacks, and has no particular magical weaknesses, making this the toughest of the four Fiend fights.

Hiro should use the Cross-Boomerang in every round. **Ronfar** should cast the Saint Litany spell on himself in the first round, and someone else in the second round. After that, have him use Clean Litany (to cure a paralyzed character), Anger Dice if everyone's healthy, or a healing spell if someone's ailing. **Jean** should cast White Dragon Protect in the first round (and in every round when the Fiend is going to use Attack 1 below), and then use Star Lights in subsequent rounds to restore everyone's MP (including her own). **Lemina** should cast the Ice Arrows in every round.

BLACK FIEND

ATTACK	50-150
ATTACKS	1
DEFENSE	450
AGILITY	50
SPEED	62-116
WISDOM	50-140
MAGIC END	0
RANGE	0
LUCK	1-10
HIT POINTS.....	5000
EXP POINTS...	24200
SILVER	0

Attack 1 When the Fiend's wings are spread, it's going to cast a spell which siphons a bunch of MP from every character. Try to prevent its effects with White Dragon Protect, although the Fiend will usually land its attack before Jean can cast her spell.



▲ When the Fiend is striking a Sharon Stone pose...



▲ ...it's about to drain MP from everyone on the battlefield.

Attack 2 When the Fiend's wings are closed, it's going to attack a single character with a floating sphere of evil energy, causing massive damage. Pure pain.



▲ When the Fiend's wings are coyly closed...



▲ ...it's going to bring the pain to one of your party members.

Attack 3 When the Fiend's wings are burning with flames of purple energy, it's about to unleash an attack that damages (and possibly paralyzes) every character.



▲ When the Fiend's wings burn with the color of Barney...



▲ ...all of your characters are going to suffer big boo-boos.

Attack 4 When the Fiend's wings are closed and its neck is hunched over, it's suffering from constipation. No, actually, it's about to throw a giant metal ring (!) around one character, doing big-time damage and possibly paralyzing the victim as well.



▲ When the Fiend is staying low to the ground...



▲ ...it's going to play an evil version of horseshoes with you.

LUNATIC PARADE

Finally... Ronfar has come BACK to Larpall



Art: Akari Funado
Story: Kei Shigema

Now, then. Where should I start relieving people of their silver... the gambling dens, or the camel rac--

WHAM!!



Whoops! Sorry about that. I keep forgetting how long my pole is.



That **HURT!!!**

Why are you yelling?! I told you I'm sorry!

Tell you what, chief... I'll forgive you if you play with me. How about it?



What?!

Sorry, buddy, but that's one hole I'll NEVER go fishing in!



That's NOT what I'm talking about, you fool!



I'm talking about playing with THESE!

I was looking for an opponent, and you seem like a worthy fool--uh, foe!

In fact, you don't even need money to gamble with me.

If you lose, I'll just take your brain-bruising fishing pole.

Shameless!

What?!

I can't bet my pole because I'm going fishing with Lucia today...

Well, then, I guess you'll just have to win!



Call it, chief! Odd or even?

Several rolls later...



Tough luck, buddy... but thanks for all this stuff!



(Okay, so betting my cloak was probably a bad idea.)

(I'd better quit before I gamble away my shoes.)



Thanks for the game, but I have to get going. I'll see you around.



How can you leave when you haven't beaten me once?



Aren't you ashamed of losing?! Aren't you a MAN?!

A REAL man doesn't run away from a game!



You're not a man at all! You're a loser!

LOSER!

LOSER!!

LOSER!!!

In fact, I'm officially changing your name to--



LOSER

LOSER!!!

Since you put it that way, I guess I'll keep playing...

Sigh.



There you go, chief! I like a man with the good sense to gamble!

We waited for you all day, but you never showed up!

Where have you been? What are you doing?!



He rolls the dice...



...and I bet on whether the roll will be odd or even.

You "like a man"?!

(Am I talking with a lisp or something?)



Hiro!



Where ARE you?

Lady luck, be kind!
SHAKE
SHAKE

Ruby! Lucia!!



SLAP
SLAP

I'm, uh, gambling. Kind of.

What's that?



That sounds like fun! I want to try!





PART 4: MINEA SEA

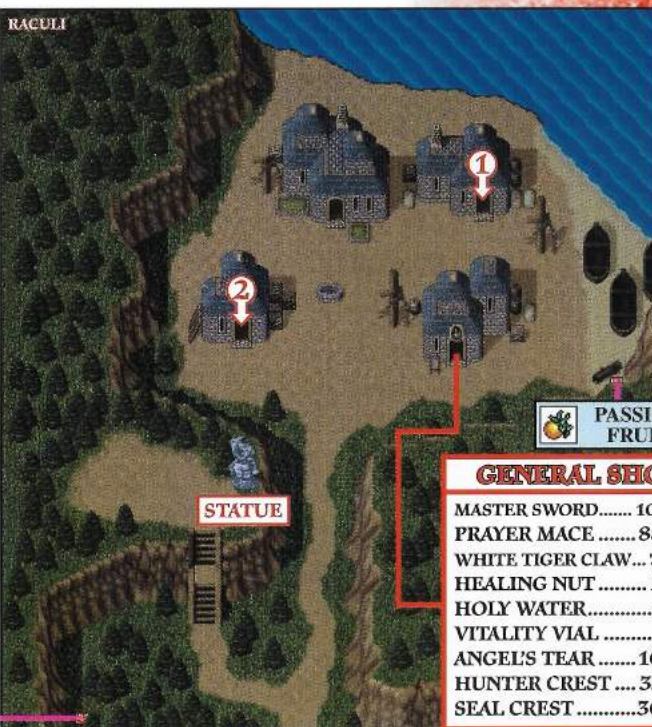


YELLOW PAJAMAS



SILVER LIGHT

RACULI



RACULI

PASSION FRUIT

GENERAL SHOP

MASTER SWORD.....	10340S
PRAYER MACE	8800S
WHITE TIGER CLAW...	7700S
HEALING NUT	200S
HOLY WATER.....	100S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
HUNTER CREST	3500S
SEAL CREST	3000S

STATUE

STORYCHECK

Enter the town of Raculi, walk up the steps to the statue of Althena, and chat with the brooding Leo. The White Knight mentions that Ronfar hasn't been to Raculi since "the epidemic." (Knowing Ronfar's nefarious behavior, I'm guessing it was an outbreak of "social disease.") Leo further mentions that the only one in Raculi who survived the epidemic was his sister, Mauri, thanks to a magical potion given to her by Ronfar. It seems that the potion had a horrible effect on Mauri, although Leo and Ronfar won't state exactly what it is. Leo hints to Ronfar that Mauri's ailment might be curable, but he heads into Raculi before Ronfar can ask any follow-up questions. Dang!

Head into Leo's Pad and continue your chat to learn that the potion Ronfar gave to Mauri was really the blood of Zophar. (But it sure *looked* like a bottle of V-8....) Now that she's possessed by the God of Darkness, she's taken it upon herself to "cleans" the citizens of Raculi, one unfortunate soul at a time. Talk to Leo yet again and he explains that the only way to save Raculi is to kill his own sister. After Leo jets, Ronfar recalls an item called Althena's Aura, located in the nearby Serak Palace. Wouldn't it be groovy if Lucia could use the power of the Aura to save the village and save Mauri's accursed soul in the process? Leave Raculi (after stocking up on stuff) and head northwest to the Palace.

LEO'S LAMENT



▲ "Perhaps now you'll read labels more carefully in the future, jackass!"

ALTHENA'S AURA



LUCIA GETS AURAL

We've labeled the various stairways and teleports in the order you should traverse them (starting with 1-8 and continuing with A-E). First, gather the Aura of Althena, grabbing the chests south of stairways 5 and 6 as you go. Once the Aura is yours, head for stairway A (backtrack to 3 on floor 2F) and gather the chests as you make your way to stairway D. Use the White Dragon Wings to teleport to the entrance of Serak Palace, use the statue to restore your strength, and walk through door E to meet up with Mauri and Leo. See page 230 for all the shocking details!

MONSTERS



ARCHMAGE
(P. 76)



ARROW FISH
(P. 76)

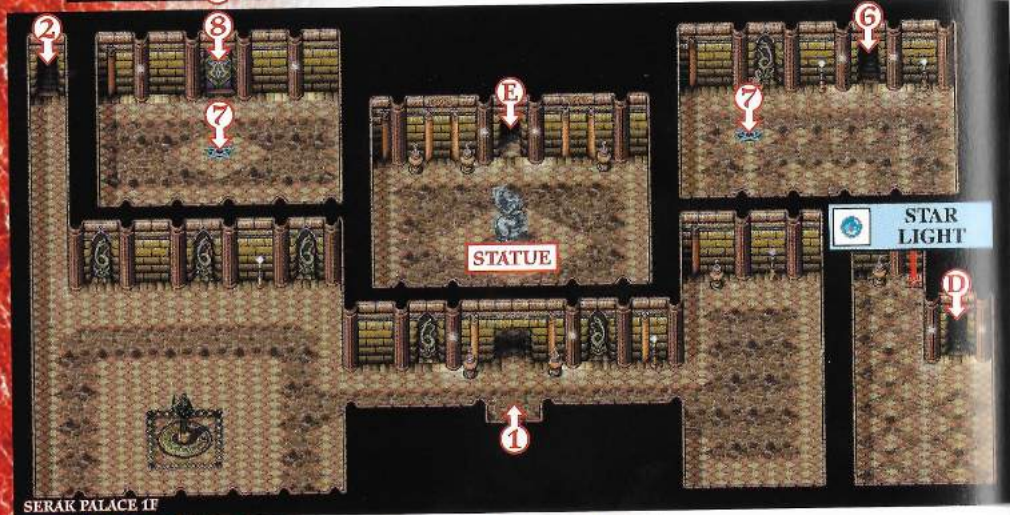


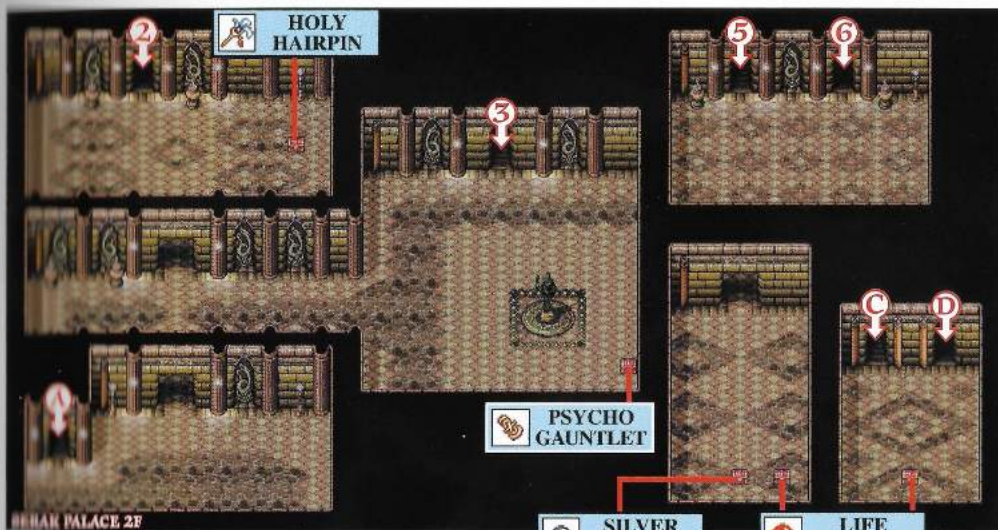
BLYZZER
(P. 77)



NECROMANCER
(P. 77)

The Blyzzer is easily the most dangerous monster in the Palace, thanks to its screen-sprawling spinning attack. Always focus your attacks on the Blyzzer first, followed by the Archmage and Necromancer, and saving the floundering Arrow Fish for last.





As you enter the Sanctum of Serak Palace, Leo is about to spill his sister's guts all over the tiled marble floor, thereby saving the innocent citizens of Raculi from being turned into puppets of Zophar. Ronfar's desperate scream prevents the White Knight from striking the killing blow.

Walk into the Sanctum and talk to Leo twice, then talk to Mauri. Ronfar thinks that Althema's Aura has freed Mauri from Zophar's hold, but he's sadly mistaken. Mauri has been driving under the influence of the God of Darkness for so long that Zophar's evil has infiltrated her very soul. Lucia comes up with a desperate plan B: send Ronfar's soul into Mauri's subconscious, where he can attempt to eliminate the bad thoughts and salvage the good thoughts. The catch—and there's always one, isn't there?—is that if Ronfar fails, both he and Mauri will croak. Ronfar swiftly agrees to the plan, and gets zapped into Mauri's head.

Now here's where things get goofy. While Ronfar is traversing through Mauri's mind, Hiro and the Gang have to fight a five-headed monster...and what Ronfar does in Mauri's mind directly affects the actions of the monster. Here's the order of events:

Ronfar appears at the south end of a pathway in Mauri's mind. Walk north and stand next to the sparkling sphere, then press **X** to activate it. We go into a flashback sequence with a miniature Ronfar protecting an equally tiny Mauri from a tag-team of Gorgons. The flashback is rudely interrupted as a group of five Mauris appears at the north end of the path.

Each of the Mauris represents one of the monster's five heads. If you speak to a Mauri, and respond with the second (negative) choice, one of the heads bursts into flame, and the party is forced to battle the monster. You can attack any of the heads during the battle, but the damage you cause to the heads won't carry over from one battle to the next. In other words, only attack the head that's on fire, because it's the only head you can damage (and destroy) in the current battle.

Now, then. When you speak with the second Mauri from the right and destroy the flaming head, the remaining Mauris disappear, and another sparkling sphere appears. Activate the sphere to watch the second half of the childhood flashback. Ronfar appears on a second walkway. Walk north and activate the next sphere for another flashback, this time featuring Ronfar and Mauri in their awkward teenage years. The flashback is cut off at the halfway mark by a second group of Mauris, but the size of this group depends on how many heads you've already cut off.

When you speak with the middle Mauri, you cause the monster to sprout a super-ugly sixth head (which appears to be, for a few horrendous moments, an enormous anatomical unmentionable). When you slay the sixth head, you slay the monster.

So what have we learned from all this? If you want a quick and somewhat difficult battle, talk to the second Mauri from the right, then talk to the middle Mauri. Two fights and it's all over. If you want a longer and somewhat easier battle, talk to the non-flashback Mauris, and kill the heads one by one.

Anyhoo. After the monster is dead, you watch the second half of the flashback, and are then placed in control of Ronfar. Walk outside into the Raculi of Mauri's memory, then go to the statue of Althema and chat with the cursed chick. One big chunk of emotional dialogue later, Mauri ain't evil no mo'. Back in the waking world, Mauri gives Hiro the Red Dragon Aura and points at the entrance to the Red Dragon Cave, which is directly behind her. Spelunking, anyone?



▲ "I know you're afraid, Mauri...but you will learn to live without credit cards."



▲ When Lucia forgets her lines, she just reads them off the screen.



▲ Despite Mauri's protests, Ronfar flicks his boogers at the Gorgons.



▲ "It's the same feeling I used to get when I climbed the rope in gym class."

BEAT MAURI'S ID!

The one and only strategy for this battle (or series of battles, if you wanna get technical) is to attack the head that's on fire. You can strike the other heads, but you won't be able to destroy them, and the damage you cause won't carry over from one battle to the next. **Hiro** should use the Poe Sword, **Jean** should use the Blue Dragon Palm, **Lemina** should use the Ice Arrows (or Blue Dragon Healing), and **Leo** should use the Flash Blade. (FYI, this is the only battle in the game where Leo and Lucia fight together. Isn't that special?) In the chart to the right, "S. Head" is any of the regular heads, and "L. Head" is the sixth and final head.

MAURI'S ID

ATTACK	200
ATTACKS	1
DEFENSE	150
AGILITY	50
SPEED	15-104
WISDOM	40
MAGIC END	100
RANGE	99
LUCK	10
HP (S. HEAD)	2000
HP (L. HEAD)	3500
EXP POINTS...	29430

Attack 1 When a head is ablaze, it breathes a stream of fire upon one character, causing first- and second-degree burns and necessitating the use of large quantities of Bactine.



▲ When a head is on fire...



▲ ...it's going to do its best impression of a flame-thrower.

Attack 2 When a head isn't on fire, it attacks a character with a stream of magical blue flame. It's slightly harder to defeat the Id if you trigger the sixth head while the other heads are still alive, because the smaller heads take potshots at you.



▲ When a head isn't on fire...



▲ ...it's going to sizzle someone's skin with blue flame.

Attack 3 When the sixth head has appeared, it attacks by bombarding everyone on the battlefield with exploding flame. Very hurtful.



▲ When the sixth head pops out of the monster...



▲ ...it burns everybody with bursts of fire.

We have angered the Sacred Sack!
Run for your lives!!



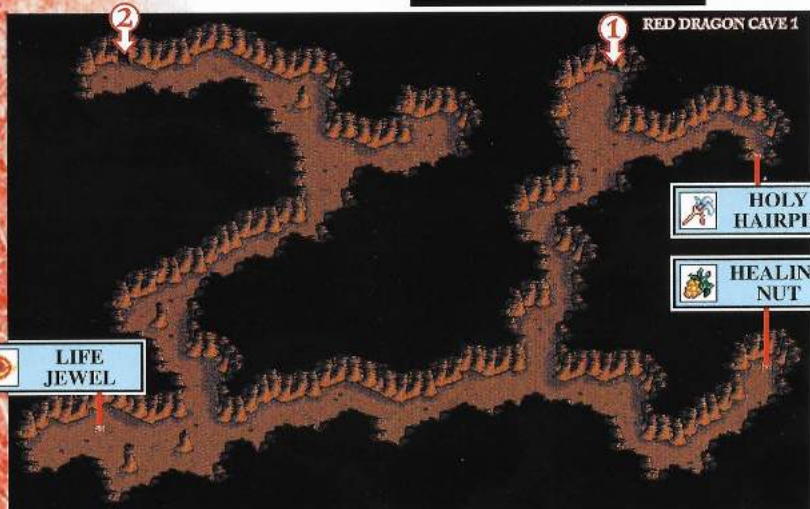
RED DRAGON CAVE



STRAIN PALACE



DYNE'S ARMOR

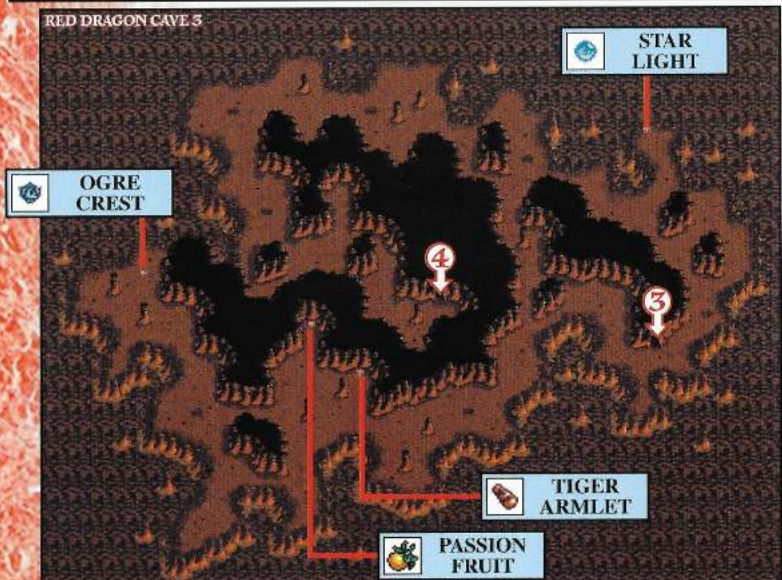


LIFE JEWEL

HOLY HAIRPIN

HEALING NUT

RED DRAGON CAVE 3

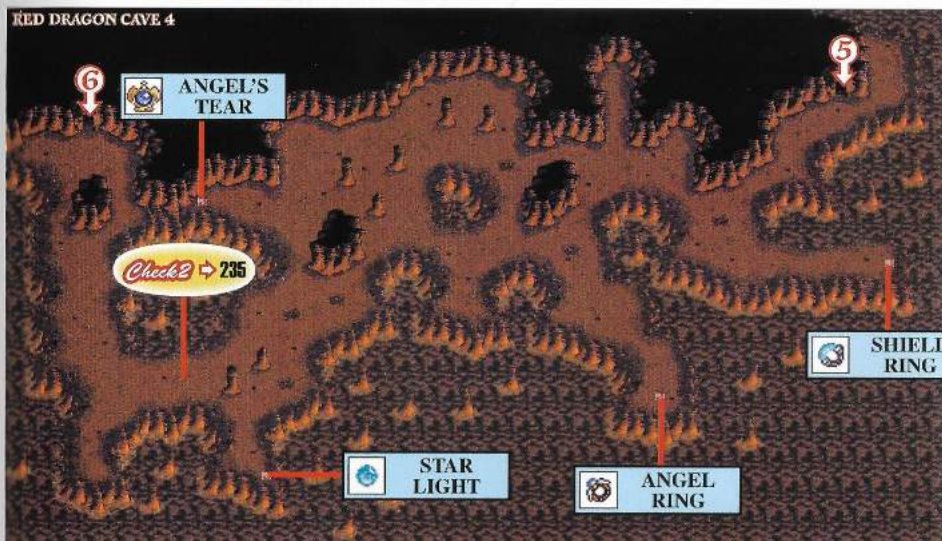
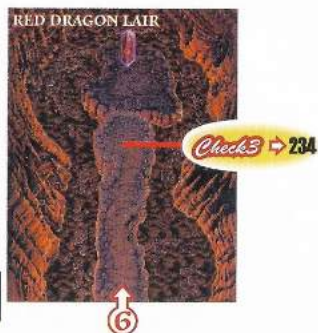


STAR LIGHT

OGRE CREST

TIGER ARMLET

PASSION FRUIT



MONSTERS



BLOOD SLIME
(P. 77)



FLAME BERZ.
(P. 77)



INFERNO GHOUL
(P. 77)



PYROMANIAC
(P. 77)

As you might expect, every one of the crazy critters in the Red Dragon Cave is vulnerable to Water spells, so you'll be making much use of Lemina's magical powers. Conserve everyone else's MP for the end-of-Cave fight against the Red Field.



Check 1 ➡

NEGATIVE NALL

As you're about to enter the Red Dragon Cave, Ruby takes a moment to verbalize her thoughts, and to confess that she's not a big fan of the whole growing-up thing. (The author of this book can relate.) Nall suddenly appears, and confirms that Ruby ain't ready to take on the responsibility of being a full-grown Dragon. Nall further explains that Ruby will never mature until she accepts what she is and what she must do. Ruby gives Nall lip, but a saddened Nall continues his speech, explaining to Ruby that saying goodbye to Hiro and the others will be the hardest thing she ever does. Nall disappears, leaving Ruby in her troubled emotional state.



▲ "We were also...BORN TO BE WIIIIILD!"



▲ "I suppose this means I'll need to revise the restraining order."

Check 3 ➡

GROW UP, RUBY!

Welcome to Ruby's underground lair. (Will I ever stop referencing the Austin Powers movies? Yes...yes...NO! NO!!) Press the button to fling the Aura at the Red Dragon crystal. Unfortunately, much like 95% of the movie *Magnolia*, nothing happens—that is, until the Cave starts shakin' and quakin'. Lucia explains that Ruby needs to take control of the Red Dragon's power before it destroys the Cave. Ruby flies up to the fractured crystal, then turns around and confesses that she doesn't want to grow up. Hiro explains to Ruby that she'll never be alone, that she'll always have Hiro and the others in her heart. Ruby takes a few moments to let Hiro's words sink in, then delivers a heartfelt speech about embracing her birthright. One blinding flash of light later, Ruby is a Red Dragon, and everyone is mighty impressed. Ruby returns to flying-cat form and gives the **Red Dragon Crest** to Hiro. (Another bonus to Ruby's maturity is that she uses a new and more powerful attack in battle.) All the Dragons are revived, which means it's time to bust Althena out of Pentagulia. Use the White Dragon Wings to teleport to the Cave entrance and walk outside. What's that I smell? A major plot development? Head for page 236 to see what Zophar is cooking.



▲ Lucia confuses Ruby with a Stay-Free. (Well, they *are* both red...)



▲ "From this day forth, I am no longer a Toys R Us kid."

EXTINGUISH THE RED FIEND!

You can equip one of your characters with the Water Ring (which you should've found in the Cave) if you're worried about excessive damage from the Red Fiend's attacks, but you can snuff the Fiend without using it. It's your call, Gentle Reader.

Hiro should use the Poe Sword on every turn. (By now, you should have heard Hiro scream "Dodge this!" 39,413 times...and we won't do a recount, Mr. Gore, no matter how much you whine.) **Ronfar** should cast Divine Litany (or Saint Litany, if he hasn't earned Divine yet) in the first round, and healing spells or Destiny Dice on subsequent turns. **Jean** should use White Dragon Protect (if Attack 1 is a-comin') or Blue Dragon Palm. **Lemina** should cast Ice Arrows, unless the battlefield is charged with the fire element, in which case she should cast Erase Magic. Not too tough, eh?

RED FIEND

ATTACK	200
ATTACKS	1
DEFENSE	100
AGILITY	50
SPEED	50-150
WISDOM	15-125
MAGIC END	0
RANGE	0
LUCK	30
HIT POINTS....	11000
EXP POINTS...	36300
SILVER	0

Attack 1 If there's a ring of fire beneath the Fiend, it's getting ready to shoot its "coat" of flame into the air, filling the battlefield with the fire element and scorching every character for heavy damage. Use Jean's White Dragon Protect (preventative medicine) or Lemina's Blue Dragon Healing (if you get very badly burned).



▲ When the Fiend is surrounded by a sizzling circle...



▲ ...every character is going to burn, baby, burn.

Attack 2 If the Fiend is simply standing still, it's going to breathe a stream of flame across the battlefield, hitting anyone in the, er, line of fire. As long as your characters aren't invading each other's personal space, this attack shouldn't cause you concern.



▲ When the Fiend is being extremely boring...



▲ ...it's going to puke its fiery guts out.

Attack 3 If a pentagram appears beneath the Fiend, the Devil himself is going to jump out of the TV and challenge you to a fiddling duel. No, actually, it means that the Fiend is going to boost its own Attack power. Use this turn to heal up, restore MP with Star Lights, et cetera.



▲ When the Fiend is standing on Satan's symbol...



▲ ...it's going to make itself strong like bull.

Attack 4 If the Fiend's wings are flapping like crazy, the beast is about to charge across the screen and strike one unlucky character three times, causing big damage and big heat blisters.



▲ When the Fiend is preparing for take-off...



▲ ...it's going to execute a triple play of pain.

STORYCHECK

As you leave the Red Dragon Cave, the earth starts moving yet again. (**LUNAR 2**: a great adventure *and* a great workout for your Dual Shock controller!) Lucia confirms what you probably already guessed: Zophar's revival is at hand. We shift the scene to the observation deck of Gwyn's Place, where the old coot remarks that he's never seen a storm like this one. This is, in fact, the perfect storm! We shift scenes yet again, this time to Pentagulia, where "Althena" is having a coronary. Zophar



▲ Althena uses various forms of punctuation to get Ghaeleon's attention.

arrives on the scene and asks, in his distinctive Barry-White-meets-the-Devil voice, wassup. Althena explains that the Four Dragons have been revived, but Zophar is surprisingly unconcerned at the news. Althena is confused, but Zophar reassures her, and says that she will soon have the eternal life she craves. This makes the Goddess a very happy evil chick.

Zophar departs and Ghaeleon arrives. Althena orders him to stop Lucia, reminding Ghaeleon of the (literal) life debt he owes Zophar. Ghaeleon splits the scene, but not before giving the "Goddess" a little shove. Ghaeleon might be many things, but he certainly isn't chivalrous.



▲ "But the, uh, good news is that I added more diamonds to my headpiece!"

STORYCHECK

Hop into the *Destiny* and drive to Pentagulia. As you approach the Holy City, the game cuts to a close-up of the *Destiny's* deck. Lucia is about to summon the Four Dragons when Ghaeleon appears on the bow and announces that he's going to have some mischievous fun. (Fortunately, this does not include shouting "I'm the king of the world!" and trying to revive a pop-culture reference which is deadlier than Ghaeleon ever was.) Walk onto the bow and we shift to a side-view of the action. Are you about to fight the Dragonmaster for a second time—and will the result be as one-sided as the first time?

Ghaeleon blasts Lucia with a burst of purple magic, but Lucia withstands the assault, and reappears in her red robe. This indicates that Lucia, realizing the seriousness of the situation, has become quite serious herself. (Unfortunately, this guide will continue to be silly.) Ghaeleon winds up for a second



▲ "And then you will say 'What's next? I'm going to Disneyland!'"

pitch, and Lucia shields Hiro and the others from Ghaeleon's anticipated assault. The undead Dragonmaster is delighted by her actions, and decides to spare her life for the moment. He'll be back, of course, and why aren't you surprised?

A brooding Lucia walks out to the bow and summons the Four Dragons, which arrive on the scene and blow the roof off the Holy City. (See *The Four Dragons* on page 237.) Ghaeleon's cackling voice taunts Lucia, asking if she realizes the consequences of her actions.

Drive north and park in Pentagulia's now-devastated dock. Walk north (don't worry, the shambling zombies won't attack you) and enter Althena's Fortress.

YOU CAN'T BE SERIOUS!



▲ "I shall finally put to use what I learned in that incredibly boring three-hour crisis-creation seminar!"

EXT. MINEA SEA (DAY)

FADE IN on a side view of the WHITE DRAGON as it flies just above the surface of the Minea Sea, leaving a trail of RIPPLES in its wake. PULSING MUSIC plays in the background. The BLACK DRAGON flies into frame as we--

CUT TO a shot just behind the White Dragon. Pentagulia stands in the distance. The Black Dragon, BLUE DRAGON, and RED DRAGON fly into the shot, trailing just behind their brother and "leader."

CUT TO a shot above the White Dragon, with the other three Dragons flying close behind. The White Dragon ROARS as if issuing a command to its brothers.

CUT TO CLOSE-UP of the White Dragon from a side view. The other three Dragons fly into the shot, aligning themselves into an attack formation.

CUT TO the White Dragon's POV as we RAPIDLY ZOOM in on Pentagulia.

CUT TO CLOSE-UP of the White Dragon. The Dragon opens its jaws and a blinding stream of WHITE MAGIC erupts from the Dragon's mouth.

CUT TO the side-view of the Four Dragons. The Black, Blue, and Red Dragons follow the White Dragon's lead, unleashing streams of magic.

CUT TO a shot behind the Dragons as they fly up and over Pentagulia, strafing the Holy City with their magical streams. The music BUILDS to a climax.

CUT TO a shot high above Pentagulia. The Four Dragons SOAR into the sky, away from the Holy City. As the Dragons fly out of the frame, the music ends, and the Four Towers of Pentagulia suddenly EXPLODE.

CUT TO various shots of a Tower as it COLLAPSES into rubble and splashes into the Minea Sea.

CUT TO a shot from the Destiny, which is far from the Holy City, and bathed in the strange light of the massive explosions.

CUT TO CLOSE-UP of Hiro and the others. Their mouths are agape as they witness the destruction.

CUT TO CLOSE-UP of Lucia. Her face is grim.

CUT TO a behind-the-Destiny shot, then CUT TO CLOSE-UP of a silhouetted BUILDING inside the remnants of the Holy City. The building begins to GLOW with magical light, and we ZOOM OUT from the structure to see the Four Dragons flying in circles above it. This building is ALTHENA'S FORTRESS.

FADE OUT.



ALTHENA'S FORTRESS



ALTHENA'S FORTRESS ENT.

MONSTERS



CANNON ANGEL
(P. 78)



PLASMA PRISM
(P. 78)



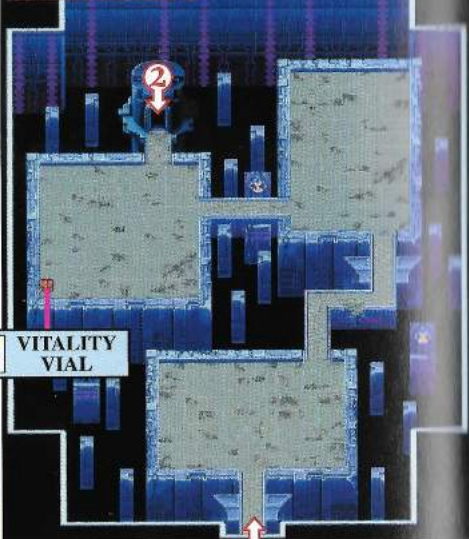
STATUE SOLDIER
(P. 78)



STONE CREEP
(P. 78)

The Statue Soldier has the strongest attacks of the four creatures in the Fortress, but it's also the only creature that's vulnerable to magic (elemental spells, in point of fact). Don't be shy about using plenty of spells, since you'll find a statue of Althina at the top of the Fortress—but don't try to fight every monster in the Fortress, either. Just open the chests and move along.

ALTHENA'S FORTRESS 1F



VITALITY
VIAL

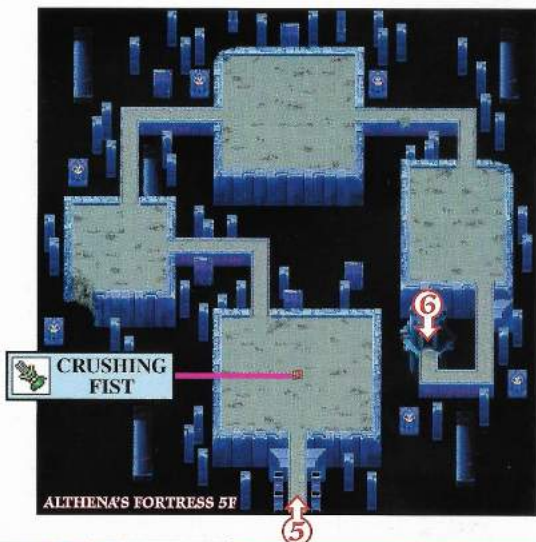
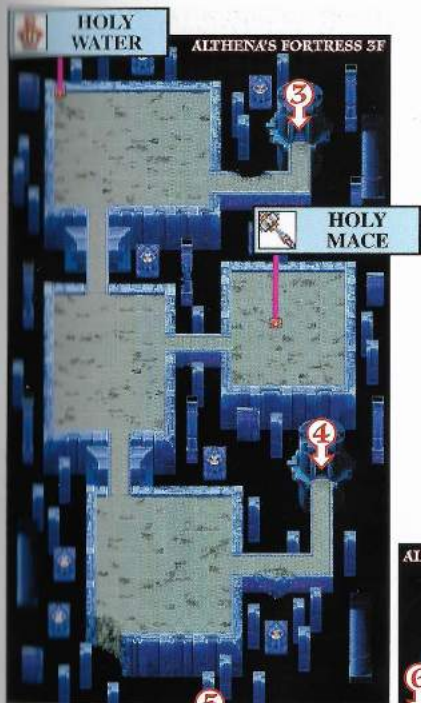
ALTHENA'S FORTRESS 2F



HEALING
NUT



▲ The unusual message "Now Printing" is hidden inside a graphic file for Althina's Fortress. What's being printed, and why now? We may never know the answers.



TALE OF TERROR

As you enter the Chamber, Lucia walks up to the projection of the Blue Star and explains how it was that humans came to Lunar. (See *Death of the Blue Star* on page 241.)







FADE IN on a WALL of blue stone, with a fire-breathing DRAGON carved into its surface.

LUCIA (V.O.)

Long ago, Zophar, the god of destruction and darkness, came to the Blue Star.



CUT TO Zophar, a massive monster shrouded in a BLUE HAZE. Dozens of TENTACLES dangle below Zophar, and four armlike appendages reach into the sky like twisted tree branches. Zophar LAUGHS with delight.

CUT TO A MONTAGE of carvings in the wall, showing the images of war: soldiers, skirmishes, and death.

LUCIA (V.O.)

He preyed on mankind's greed for wealth and power, creating anarchy and chaos where there once was peace and love. Mankind fought one another with furious anger, spilling the blood of others without thought of consequence.



CUT TO a carving of ZOPHAR floating in the sky, with the armies of mankind clashing below him.

LUCIA (V.O.)

Feeding on the dark desire within the hearts of humans, Zophar's power grew exponentially.



CUT TO Zophar's glowing red EYES.

LUCIA (V.O.)

He used that power to pervert mankind further.



CUT TO a shambling HORDE OF MISSHAPEN HUMANS, their EYES shining with the same blood-red glow as Zophar's. The humans suddenly TRANSFORM into MONSTERS, sprouting WINGS and growing massive FANGS.

LUCIA (V.O.)

Humans wild with bloodlust were transformed into hideous beasts.



CUT TO a monster as it LEAPS at a human warrior and TEARS into his victim's neck. The warrior SCREAMS and falls out of frame. Two huge streams of BLOOD spurt into frame, accompanied by a sickening sound effect.

CUT TO a soldier with a wounded comrade slung over his shoulder. CUT TO CLOSE-UP of the injured soldier. He raises his head to reveal a monstrous FACE. The soldier/monster ROARS and "swallows" the camera.



CUT TO Zophar and PAN LEFT TO RIGHT. The skies around Zophar are thick with flying MONSTERS. Zophar LAUGHS.

CUT TO a carving of the GODDESS ALTHENA. A group of soldiers are kneeling before her, arms outstretched.

LUCIA (V.O.)

The people suffering under Zophar's tribulation implored Althema to rescue them.



CUT TO the feet of the Goddess and PAN UP to Althema's beatific FACE. Her lips are pursed and her eyes are downcast.

CUT TO a HORDE OF MONSTERS. They ROAR with pain and despair, begging Althema to end their suffering.





CUT TO CLOSE-UP of Althena, who wears an expression of sorrow. CUT TO A carving of Zophar and Althena.



LUCIA (V.O.)

The terrible battle with Zophar raged on, as the people of the Blue Star cried out for solace.

CUT TO Zophar. WAVES of RED ENERGY sweep across his hideous form. CUT TO CLOSE-UP of Zophar's eyes as he LAUGHS.

CUT TO POV from high above the surface of the Blue Star. After a moment's pause, there is an EXPLOSION OF LIGHT. The light fades, leaving behind a GLOWING WHITE ORB. A PURPLE RING OF ENERGY ripples outward from the orb like the shock wave of a nuclear explosion.



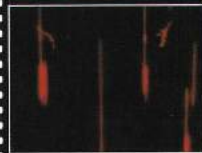
CUT TO an earth-bound POV. The ring of energy ROARS past, bathing the landscape in PURPLE LIGHT and TEARING UP the ground with the unbridled fury of an angry god.

CUT TO a higher view of the earth, as we watch the purple ring SWEEP across the landscape, which FRACTURES and BUCKLES.



CUT TO an earth-bound shot of a CITY which is torn apart by the purple ring.

CUT TO a HORDE OF MONSTERS within the city. They clutch their ovoid heads in their clawed hands and SCREAM as the wave of energy tears them apart.



CUT TO a wide shot of the dark SKY and PAN DOWN to the surface of the Blue Star, which is alive with VOLCANIC ACTIVITY. Huge streams of magma spurt into the air, and the ground itself is ablaze.

CUT TO a shot above the red clouds and PAN RIGHT. A PILLAR OF LIGHT shines into the sky, and the clouds swirl around it.

LUCIA (V.O.)

In the end, the Blue Star was laid to waste...

The pillar of light suddenly DISSIPATES.

LUCIA (V.O.)

...as Zophar intended. However, all hope was not lost.



PAN UPWARD from the clouds to LUNAR.

LUCIA (V.O.)

A gleaming sanctuary loomed large in the sky.

CUT TO a MONTAGE of carvings that show Althena's journey to Lunar. The final carving is of Lucia, left behind on the Blue Star.

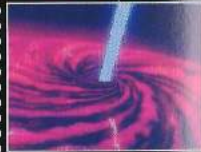
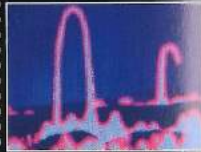


LUCIA (V.O.)

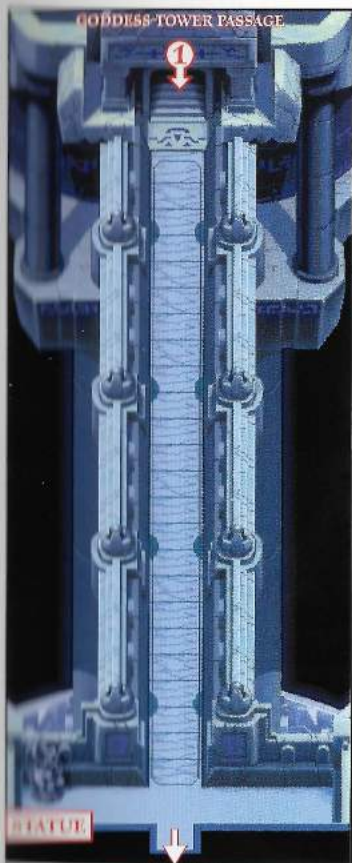
The once-dead world of Lunar was transformed into a thriving land of wonder. Althena moved the surviving humans there to live in peace, while the Blue Star recovered from Zophar's assault. Althena had left the Blue Star to safeguard the humans, while I...



FADE OUT.



GODDESS TOWER



ALPHONSE'S FORTRESS

MONSTERS



CANNON ANGEL
(P. 78)



PLASMA PRISM
(P. 78)

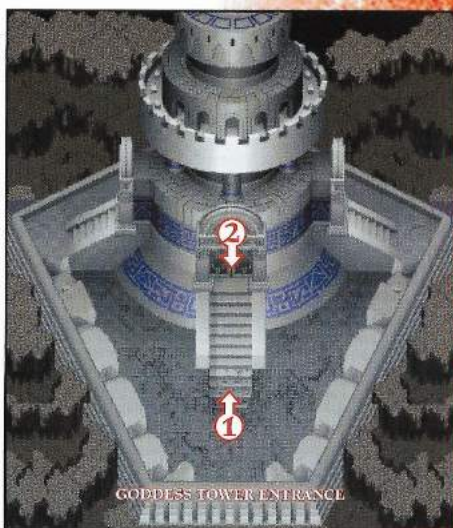


STATUE SOLDIER
(P. 78)



STONE CREEP
(P. 78)

The critters in the Tower are the same suckers you've been fighting in the Fortress, so use the same strategies, and run to the statue of Athena outside the Tower when you need to perk up your party members.



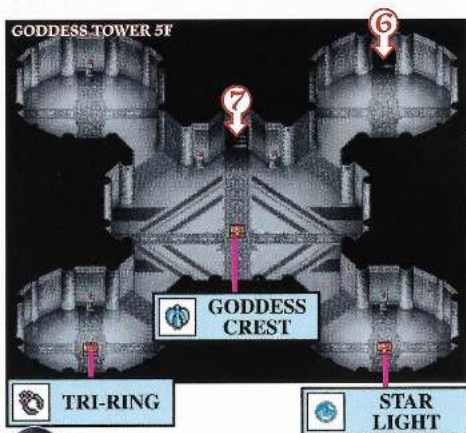
GODDESS TOWER ENTRANCE



LIFE JEWEL



PASSION FRUIT

[illegible]

FRAG THE FAKE ALTHENA!

As you enter the Goddess Tower, you encounter the fake Althena, who's in the midst of a big-time freak-out. Typical chick behavior. Zophar answers her pathetic cries for help in ironic fashion, by turning her into a rather unattractive beastie. Typical omnipotent male-pig behavior.

Hiro should use the Poe Sword (or Triple Sword, if it's available) in every round. Ronfar should cast Divine Litany in the first round, then use Tranquil/Purity Litany (if someone's hurting), Revive/Miracle Litany (if someone's fainted), or Clean Litany (if someone's poisoned). Jean should cast White Dragon Protect if Althena's going to use the brutal Attack 5 (on the next page), or Blue Dragon Palm otherwise. (If Jean isn't fast enough to cast WDP before Althena uses Attack 5, you should level up before attempting this battle...or make sure you have plenty of Angel's Tears.) Lemina should cast Power Flame/Power Drive on Hiro and Jean, then use Ice Arrows to pierce Althena's gnarly navel.

FAKE ALTHENA

ATTACK	20-220
ATTACKS	1
DEFENSE	10
AGILITY	50
SPEED	30-200
WISDOM	130
MAGIC END	10
RANGE	50
LUCK	99
HIT POINTS...	10000
EXP POINTS...	40000
SILVER	0

Attack 1 When Althena is holding her flaming staff aloft, she's going to cast a spell that increases her Defense. Use this window of opportunity to revitalize your pretty posse.



▲ When Althena is gripping her staff with both hands...



▲ ...she's gonna give her Defense a little lovin'.

Attack 2 When Althena is holding the staff aloft in her left hand, she's going to throw the staff into the air, then laugh a twisted little laugh as the staff spins across the screen and strikes every character for major damage.



▲ When Althena is striking the Statue of Liberty pose...



▲ ...her staff is gonna strike everyone on the screen.

Attack 3 When Althena is holding the staff in her left hand, but not holding it high, she's going to give you some tail—and not the good kind. Her sting here is poisonous.



▲ When Althena holding her staff at her side...



▲ ...she's gonna make someone feel the sting.

Attack 4 When Althena's hands are clasped together in prayer, she's preparing to zap one character with a quintet of silver spheres that remind me of the horror movie Phantasm, which I saw when I was five years old and which left me too afraid to walk down long hallways until about three months ago.



▲ When Althena is praying to the God of Darkness...



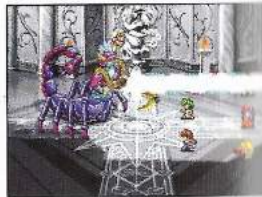
▲ ...one character gets zapped by silver spheres.

Attack 5

When Althena's shoulder-snakes are slithering, she's preparing to send a venomous blast in a straight line across the screen, most likely knocking out any character in its path (except Hiro). Have Jean (or whoever's equipped with the White Dragon Crest) cast White Dragon Protect, or you'll be using some Angel's Tears to get your fainted characters off the ground.



▲ When Althena's shoulder-snakes are getting frisky...



▲ ...several of your characters are about to get wasted.

Check 2

ALTHENA R.I.P.

Nall is waiting for you at the top of the Tower, but don't approach him until you're ready to enter the final stage of the game. If you still have weapons and items you want to buy, now's the time to do it. (You will, however, get one more chance to purchase Star Lights and other items after the event with Nall.)

Walk towards Nall and he welcomes you to Luna's home. Luna? Who's Luna? Nall says that there's something Lucia needs to see, something he's waited for a long time to show her. Then he loosens his belt and... (Sorry. I'm just trying to lighten the mood with potty humor before the gut-wrenching sequence of events to come.) Walk up to Nall and speak to him. He activates a magical projection that leaves Lucia confused.



▲ Lucia hijacks the world's supply of Skittles bite-sized candies.



A three-minute movie sequence (see *Luna's Story* on page 247) later, it all makes sense: "Althena" no longer exists, having long ago traded her immortality for an all-too-brief lifetime of love with Dragonmaster Alex. Althena instructs Lucia to believe in the power of the human spirit, but Lucia's skepticism causes her to overrule the instructions of the Goddess.

▲ I dare anyone who's played *LUNAR: SSSC* to get through this scene without shedding a tear.

Talk to Lucia twice after Althena's message is over. Instead of rallying around her human companions, Lucia absorbs Althena's magic (along with yours!) and warps away. Leave the Tower—fortunately, you won't encounter any critters in your impotent state—and return to the *Destiny*.

STORYCHECK

Take the helm of the *Destiny* to sail away from the Holy City just before it's devoured by the God of Darkness. (See *Zophar's Revival* on page 249.) One massive explosion later, everyone's been knocked to the deck. Speak to Jean, Lemina, and Ronfar to wake 'em up. Ruby observes that Lucia has arrived on the scene. Fetch a beverage, sit back, and watch the seven-minute-long animation sequence. (See *Zophar vs. Lucia* on page 251.) Lucia loses the battle, and Zophar shouts "In your face!" End of Disc 2, start of Disc 3. Turn to page 257 to find out what the heck happens next!



▲ Some questions just don't have easy answers, Jean the Jelly-Bean.



▲ "This world is far too funkadelic for the likes of you!"

246

THE PLOT THICKENS

LUNAR 2: THE OFFICIAL STRATEGY GUIDE

FADE IN on a pair of WRINKLED HANDS, one loosely clenching the fingers of the other.

CUT TO an AGED FACE. The chin is covered by a swath of BLUE HAIR. The thin lips are drawn back in a slight smile.

CUT TO a pair of BLUE EYES, outlined by gray eyebrows and crow's feet.

CUT TO a projection of LUNA. Her elderly form is outlined by a shimmering blue light. ZOOM OUT until we see LUCIA in the foreground, staring at the projection.

CUT TO Lucia's face. Her eyes are wide and her mouth shakes with disbelief.

CUT TO CLOSE-UP of Luna.

LUNA

Lucia...the Goddess Althema does not exist any longer in this world.

CUT TO a PAN SHOT of Lucia's companions, ending on Lucia.

LUNA (V.O.)

Let me explain, so that you will understand.

CUT TO the shot of Luna's projection in the background and Lucia in the foreground.

LUNA

My task as Althema was to lead the humans and control the power of the Silver Star, so that one day, when the Blue Star was reborn, the humans could return, and we could begin anew.

CUT TO a side-view CLOSE-UP of Luna, and slowly PAN LEFT as she speaks.

LUNA

However, Lucia, I came to know that while I existed, the humans were not truly happy. They lacked a sense of self-reliance, a sense of pride in their accomplishments.

CUT TO a side-view CLOSE-UP of Lucia.

LUNA (V.O.)

They had become too dependent on me.

CUT TO CLOSE-UP of Luna.

LUNA

When I last came to this world in human form, something quite marvelous happened.

DISSOLVE TO a shot of the Goddess Althema, inside a shaft of magical light, and CUT TO CLOSE-UP of the Goddess.

LUNA (V.O.)

I returned to this world as I had many times previously.

The Goddess CLOSES her eyes and tilts her head back. The screen is filled with an EXPLOSION OF LIGHT. A pair of HANDS reaches into the light, palms outstretched. A BABY GIRL floats downward and is gently caught.





LUNA (V.O.)
However, this time, I was born into the form of a girl named Luna.

CUT TO CLOSE-UP of the crying, wiggling baby.



LUNA (V.O.)
As Luna, I grew and fell in love with a Dragonmaster named Alex.

CUT TO A ZOOMING SHOT of Luna as a young girl. She pulls her windblown hair out of her face and stares directly into the camera as we DISSOLVE TO CLOSE-UP of the elderly Luna. CUT TO MEDIUM SHOT of Lucia.



LUNA (V.O.)
It was to be my final rebirth.

CUT TO Luna.



LUNA
Ah...you see...I chose to remain a human, surrendering my immortality for love. And now, Lucia, you have come seeking my aid. And yet, I no longer exist.

CUT TO a shot of Luna's projection in the foreground and Lucia in the background.



LUNA (V.O.)
But what you must know is that you hold the power to accomplish your mission. It has been near you since you arrived.

CUT TO CLOSE-UP of Luna.



LUNA
Humans possess the remarkable ability to rise up in adversity and overcome obstacles to make the future bright for their offspring.

CUT TO A SLOW PAN of Lucia and her human companions.



LUNA (V.O.)
Lucia, you have never been alone in this journey. To reach this tower, I know that you must have had the help of many good friends.

CUT TO CLOSE-UP of Luna.



LUNA
If you trust what you felt in this journey, and also in the power of the companions who've stood at your side...

CUT TO CLOSE-UP of Lucia and slowly ZOOM IN.

LUNA (V.O.)
...then, you need only to believe in the power of humanity to gain it. If that power becomes yours, you shall achieve the one thing Zophar fears most...

CUT TO EXTREME CLOSE-UP of Luna.

LUNA (V.O.)
...victory.

FADE OUT.





FADE IN on the deck of the Destiny, upon which Hiro and Co. have been knocked flat.

LEMINA (rubbing her back)

Ooh, that smarts...Jean, can you see what's happening up there?

PAN RIGHT to Jean, who grimaces in pain as she struggles to look up. She opens her eyes, sees something on the horizon, and GASPS.

CUT TO CLOSE-UP of Ronfar, who also looks upward.

RONFAR

What IS that thing?

CUT TO CLOSE-UP of Ruby, who points her pink paw at the horizon with a very worried look on her face.

RUBY (very, very afraid)

H...Hiro? Hiro, look! Up there!

CUT TO Hiro, who slowly lifts himself off the deck and looks out at the horizon.

CUT TO a shot behind Hiro. Off the Destiny's bow, a grayish-brown TENTACLE stretches from above the clouds into the depths of the Minea Sea. The tentacle slowly pulls something out of the water, and we--

CUT TO a shot from high above the Destiny, looking down at the Minea Sea. Huge RIPPLES cascade outward from the tentacle, which PULSES and THROBS as it continues to reel in its massive "catch."

CUT TO the behind-Hiro POV as the tentacle lifts the mysterious object completely out of the Minea Sea.

CUT TO CLOSE-UP of Hiro, who gasps as he realizes what the tentacle has ensnared.

In a series of CUTS, we watch the tentacle lift a massive structure into the air.

Waterfalls pour out of the flooded structure as it rises. It's clearly been underneath the Minea Sea for a very long time.

The BOTTOM of the structure is a huge ovoid shape, much larger than the rest of the tower atop it.

The final shot shows the structure dangling above the water, caught in the clutches of Zophar.

CUT TO Lemina.

LEMINA

The Fortress of Althena! But why...?!

Suddenly, the tentacle SWOOPS DOWN on the Fortress and, in a series of CUTS, "swallows" it whole.





After a few moments, the Fortress of Althena is nothing but a giant lump inside the tentacle.

CUT TO A PANNING SHOT of Hiro and his friends, watching in utter disbelief.



CUT TO the Fortress-lump. The tentacle shakes and shivers like a flexing muscle, and the lump suddenly COLLAPSES. The tentacle squeezes the remains of the Fortress twice more before "swallowing." We watch the small lump slide upward, disappearing above the clouds. Zophar laughs (and possibly belches) as a flash of lightning illuminates the sky.

CUT TO POV shot behind Hiro, with the giant tentacle dangling in the distance, and dozens of smaller tentacles dangling beneath it. The smaller tentacles (and the "mouth" of the larger tentacle) begin to EXPAND.

CUT TO CLOSE-UP of Jean and Ronfar, mouths agape.

JEAN (almost whispering)
Heaven help us all.



CUT TO CLOSE-UP of one side of the giant tentacle. The side of the tentacle shakes and SHATTERS like a stone wall, revealing the skeletal head of a DRAGON.

CUT TO the other side of the tentacle, where another bony DRAGON shatters through the stone and rears upward.

CUT TO CLOSE-UP of the "front" of the tentacle (from Hiro's POV). The rubble falls away, revealing a giant FACE with glowing red EYES.



DISSOLVE TO a wide shot of the tentacle and ZOOM OUT. Four "dragons" have emerged, waving their bony arms and poisoning the air with their high-pitched SCREAMS. Zophar LAUGHS. Lightning shatters the sky. We hold on this shot for about five seconds (it's a wonderful, if twisted, visual), then--

CUT TO CLOSE-UP of Hiro and Ruby (sitting on Hiro's shoulder).

HIRO
Oh, no...Zophar!

Hundreds of light trails, each one like a tiny comet, emerge from the Minea Sea and collect at the bottom of the tentacle. The collected magic grows brighter...and a BEAM OF LIGHT shoots downward into the water.

The water around the beam instantly DISSIPATES, revealing the crater-covered surface of LUNAR. The magic beam ripples outward, turning the Minea Sea into a muddy hole. The Destiny is caught in the "wave" of magic and tossed into the air like a toy.

CUT TO a shaky, out-of-focus CLOSE-UP of Hiro and his friends. They SCREAM as we--

FADE OUT.





EXT. -- MINEA SEA

FADE IN on a long shot of LUCIA and ZOPHAR. Lucia floats in a BLUE TRANSLUCENT SPHERE, several hundred feet in front of Zophar and several hundred feet above the surface of the dried-up Minea Sea. The camera slowly ROTATES, keeping Lucia centered in the shot. LIGHTNING crashes through the sky.



CUT TO a closer reverse-angle shot. The camera continues to rotate, and Zophar moves left, out of frame, revealing Lucia hovering in front of him.

CUT TO a medium shot of Lucia, with the blue sphere filling the frame, and slowly ZOOM IN.

CUT TO CLOSE-UP of Lucia's quivering face as Zophar begins to speak.

ZOPHAR (V.O.)

What's wrong, my dear? Your mission is to destroy the Blue Star.



CUT TO a high reverse-angle shot, with Lucia high in the foreground and Zophar low in the background.

ZOPHAR

Why do you hesitate to abolish me and complete it? The goal is within your feeble grasp. Take it!

CUT TO Lucia, who silently stares at Zophar, then CUT TO CLOSE-UP of Zophar's stony FACE.

ZOPHAR

Just as I foretold. You're not fit to carry out your assigned task.



CUT TO a side-view CLOSE-UP of Lucia.

LUCIA (yelling)

Liar! That's not true!

CUT TO a side-view CLOSE-UP of Zophar.

ZOPHAR

Then destroy me and accomplish your mission.



CUT TO EXTREME CLOSE-UP of Lucia's watery eyes.

CUT TO a wide shot of Zophar and Lucia. Another bolt of LIGHTNING shatters the silence.

CUT TO a shot from the deck of the Destiny, where Hiro and Co. watch Zophar and Lucia face off.

CUT TO a close-up of Lemina and Ronfar.

LEMINA (comically)

What are you waiting for?! Cream his mega-ugly butt, Lucia!



RONFAR (calling out with cupped hands)

I got 20 silver that says you can take him!

PAN RIGHT to Hiro.

HIRO

Lucia...



ZOPHAR laughs.

CUT TO the high/low shot of Lucia and Zophar.

ZOPHAR

Or do you believe in the power of humanity after all, as Athena did?

CUT TO CLOSE-UP of Lucia and slowly ZOOM IN.

ZOPHAR (V.O.)

Before you bet on them, remember...



CUT TO CLOSE-UP of Lucia's left hand, her shaking fingers extended. Zophar continues to speak.





ZOPHAR (V.O.)
They enabled my return with the power of
their dark side.

CUT TO CLOSE-UP of Zophar's emotionless red eyes.



CUT TO CLOSE-UP of Lucia, whose face is more pained than before. She audibly struggles to breathe.

CUT TO a side-view shot of Zophar. His head suddenly EMERGES from his body with a slimy GURGLING noise, his neck extending to an obscene length.

CUT TO a shot behind Lucia as Zophar positions his face only a few feet away from her.

ZOPHAR
Face it. Althema's power is your only hope.

CUT TO CLOSE-UP of Zophar's eyes, then CUT TO CLOSE-UP of Lucia, who grits her teeth. Lighting crashes as Zophar speaks, placing Lucia's face into silhouette.

ZOPHAR (V.O.)
Yes, my dear.

CUT TO the shot of the Destiny's deck.

ZOPHAR
Destroy me with Althema's power and decimate
this miserable world in the process.

CUT TO CLOSE-UP of Hiro.

HIRO
Lucia never told me that. He must be lying.

CUT TO a dramatic upward PAN, bringing Zophar's head into view, as the God of Darkness heartily LAUGHS.

ZOPHAR
You fools don't understand anything. Althema's
power is the power of creation. There can be
no new creation without destroying the old.

CUT TO a side-view CLOSE-UP of Lucia and slowly PAN RIGHT as Zophar continues to speak.

ZOPHAR (V.O.)
Unleashing Althema's power on me will reduce
this world to ash...

CUT TO CLOSE-UP of Lucia from behind and ZOOM OUT until Hiro and his friends appear in the foreground.

ZOPHAR
...just like the Blue Star.

CUT TO CLOSE-UP of Hiro.

HIRO
Althema didn't do that.
(beat)
You're LYING!!

CUT TO CLOSE-UP of Zophar.

ZOPHAR
Mmmm. You only wish I was lying. Then it
would make it easier to delude yourself into
believing in a happy ending.

CUT TO CLOSE-UP of Lemina, who gasps. CUT TO CLOSE-UP of Ronfar, who also gasps. CUT TO CLOSE-UP of Jean, who's stunned into silence. CUT TO a shot of Hiro and the Gang, who are thoroughly freaked out.

CUT TO CLOSE-UP of Lucia.

LUCIA (screaming)
Zophar, it was the only way to stop you from
destroying everything!



(beat as Lucia leans forward, lowers her voice)
Your evil...

CUT TO (with a white FLASH) a shot of the mutated monsters of the Blue Star, as seen in "Death of the Blue Star" (see page 241).

LUCIA (V.O.)

...it had permeated every corner of the Blue Star.

CUT TO CLOSE-UP of Althena.

CUT TO CLOSE-UP of Zophar. A flash of LIGHTNING cuts across the screen.

CUT TO CLOSE-UP of Althena's delicate hand as she slowly lifts it into the air.

CUT TO medium shot of Althena. Hundreds of streams of WHITE MAGIC pour into her fingertips.

CUT TO a long shot of Zophar and Althena. The latter floats in a blue sphere very much like Lucia's. Magic continues to cascade into her outstretched fingers.

CUT TO CLOSE-UP of Zophar. Red ripples of ENERGY flow along the length of his hideous form.

CUT TO the previous shot. A purple GLOBE OF ENERGY contracts around Zophar and Althena, enclosing them.

CUT TO CLOSE-UP of Zophar's face.

CUT TO a shot of the surface of the Blue Star as seen from miles above. There is a blinding EXPLOSION, and a purple RING OF ENERGY ripples outward.

CUT TO CLOSE-UP of Lucia. Each breath is a raspy struggle. Beads of sweat trickle down her forehead. The silence is broken by a slow DRUMBEAT.

CUT TO CLOSE-UP of Zophar. The drumbeat has turned into a dramatic blast of MUSIC.

CUT TO a medium shot of the grim-faced Lucia.

CUT TO the Destiny-deck shot.

ZOPHAR

Ahhh...but after Althena saved the Blue Star...

CUT TO a side-view shot of Hiro and his friends, and slowly PAN RIGHT.

ZOPHAR (V.O.)

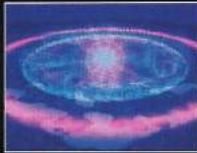
...it was nothing more than a cinder.
And for what? For the hope that one day...

CUT TO CLOSE-UP of Lucia.

ZOPHAR (V.O.)

...you could return the humans to it? Have you forgotten that the same power of humanity Althena believed in is the one that revived ME?!

Lucia GASPS at Zophar's words, realizing the truth within them. We slowly ZOOM IN on her sweaty face and see the struggle within her mind.





CUT TO CLOSE-UP of Lucia's back. We see Zophar's face in front of her.

ZOPHAR

Come, my pet. Why do you hesitate? There is no need. Destroy me and everything you've come to love.



CUT TO A ZOOMING CLOSE-UP of Lucia.

ZOPHAR (V.O.)

Complete your mission!



DISSOLVE TO CLOSE-UP of Lucia.

DISSOLVE TO EXTREME CLOSE-UP of Lucia's squinting eyes.

CUT TO CLOSE-UP of Lucia's hand, which CLENCHES into a shaking FIST.



CUT TO CLOSE-UP of Lucia's eyes, which are now clamped SHUT. She continues breathing heavily for several moments, then opens her eyes. Her mind is made up.

Quickly ZOOM OUT as Lucia thrusts her hand into the air and screams:

LUCIA

Althena's light, shine forth!



Streaks of white MAGIC rush into her fingers, just as they rushed into Althena's fingers in the flashback.

CUT TO a long shot of Lucia and Zophar.



CUT TO a shot from space, looking down at the cloud-covered surface of Lunar. Magic rushes into Lucia from all across the globe.

CUT TO CLOSE-UP of Hiro and his friends, who look up into the magic-filled skies and gasp with amazement.



CUT TO a medium shot below Lucia, whose hand is surrounded by a purple GLOW.

CUT TO a shot of the muddy surface of Lunar. A globe of magic slowly begins to contract toward Lucia and Zophar -- just as it contracted around Althena and Zophar in the flashback.



CUT TO a second shot of the edge of the globe as it sweeps across a rocky hill.

CUT TO CLOSE-UP of Hiro, whose back is turned. He whirls around and gasps as he looks up at Lucia.

CUT TO a long shot of Lucia and Zophar as the globe continues to shrink around them.





CUT TO CLOSE-UP of one of Zophar's dragon-headed appendages, which is suddenly surrounded by the globe.



CUT TO long shot of Lucia and Zophar, who are now completely enclosed within the globe.



CUT TO CLOSE-UP of Lucia. Her eyes are closed and her cheeks and chin are shaking, as if the power of Althenea has brought her to tears.



CUT TO CLOSE-UP of Lucia's hand, surrounded by the glow of magic. Her hand occasionally WAVERS, causing the glow to flicker and dim.



CUT TO CLOSE-UP of Lucia, eyes still closed.



LUCIA (straining)
I must remain focused...



CUT TO a shot behind Lucia. Zophar's head slides up into the frame.

ZOPHAR
What's wrong, Lucia? Do you still doubt?
Are you torn?



CUT TO CLOSE-UP of Lucia, who finally opens her eyes.

ZOPHAR (V.O.)
Dear Lucia, you seem to be distracted...

CUT TO CLOSE-UP of Zophar's eyes.

ZOPHAR
...but I have the solution. Allow me to remove
the source of your hesitation.

Rapidly ZOOM OUT from Zophar's eyes. One of the dragon appendages appears in frame and SCREAMS.

CUT TO CLOSE-UP of Lucia, who turns to look at Hiro.

CUT TO a long shot of the Destiny.

CUT TO a shot of Hiro and the others.

CUT TO CLOSE-UP of Hiro, whose eyes and mouth are both wide open.

CUT TO CLOSE-UP of Zophar's dragon, which SPITS OUT a massive white ball of LIGHT.

CUT TO a reverse-angle shot. The ball of light RIPS across the muddy hole which once contained the Minea Sea, headed straight toward the Destiny.

CUT TO ZOOMING CLOSE-UP of Lucia.

CUT TO POV SHOT from the magic ball as it hurtles toward the Destiny.

CUT between the two shots several times, until the ball is just about to smash into the Destiny.

CUT TO Lucia, who closes her eyes, and then--

CUT TO a shot behind Hiro and his friends, who cover their heads with their arms and brace for impact. The screen is filled with blinding LIGHT.

CUT TO Lucia, who MOVES in front of the Destiny with impossible swiftness. The ball of light SMASHES into her and SHATTERS.

CUT TO Hiro and his friends, who SCREAM as the Destiny shakes and shudders.

CUT TO Hiro, whose arms cover his face.

CUT TO a shot of the Destiny, which is protected behind Lucia's magical shield. Zophar's magic tries to penetrate Lucia's defenses, but only generates a dazzling light-show of SPARKS.





CUT TO Hiro, still covering his face with his hands. As the sparks begin to dissipate, he moves his arms (slightly) and opens his eyes to see why he's still alive. After a moment, he GASPS and stands up.

CUT TO a shot behind Hiro and PAN UP to see Lucia in the air, arms extended.

CUT TO CLOSE-UP of Lucia's pointed feet and PAN UP to see her entire form.

CUT TO a side-view close-up of Hiro and his friends.

HIRO

Oh, no! Lucia, NO!

CUT TO CLOSE-UP of Lucia, who turns to look at Hiro.

LUCIA

Hiro...

The white light disappears. Lucia gasps and turns--

CUT TO a shot behind Lucia. Zophar has moved his head directly in front of her.

CUT TO EXTREME CLOSE-UP of Lucia's eyes, which are wide with shock.

CUT TO the behind-Lucia shot. A fusillade of jagged purple DAGGERS plunge into Lucia and form a spiky PURPLE BALL, with Lucia as the chewy center. Lucia SCREAMS.

CUT TO a shot inside the purple ball. We see Lucia wailing in what must be an ungodly amount of pain.

CUT TO Zophar. He BITES DOWN on the ball, and his neck retracts backward.

CUT TO Hiro.

HIRO

Lucia!!

CUT TO Zophar's head, which (in a series of shots) slithers all the way back into his body.

CUT TO Hiro, flabbergasted, and slowly zoom out to show his friends. Zophar laughs with unabashed glee.

CUT TO a shot behind Hiro and PAN UP until we see Zophar's face.

ZOPHAR

Now all the pieces have fallen into place.

CUT TO CLOSE-UP of Zophar's mouth, which continues to bite down on the purple ball.

ZOPHAR

My plan has worked perfectly. You are a weak fool, Lucia.

DISSOLVE TO a shot of Lucia inside the ball and PAN UP.

ZOPHAR (V.O.)

Worrying about the fate of insignificant humans will cost you dearly.

DISSOLVE TO a shot of Zophar, who laughs hard as we PAN UP to his face.

CUT TO CLOSE-UP of Lucia's face. Her eyes are closed tight. Her HAND comes into frame as she struggles to extend it.

LUCIA

Hiro! Get away!

Lucia opens her eyes and her hand at the same time, unleashing a blinding EXPLOSION OF WHITE LIGHT.

FADE OUT.



STORYCHECK

(RE)JOINING FORCES

Three days (of game time) after Lucia's capture, Hiro is standing on the roof of the Vane Magic Guild and staring into the distance. Ruby flies up to her distraught friend and informs him that Lady Miria would like a word with him.

Go to the Magic Guild's central chamber and chat with Ramus, who tells you that his duty as a member of the Ramus family is to assist mighty heroes such as yourself. (It would help even more if Ramus would give you the items in his inventory instead of charging you for them, but I suppose we should be grateful.) Healing Nuts and Star Lights would be wise investments.

Buy what you want (or need) from the 15th-generation fattie, then chat with Borgan and Lady Miria. The latter cruelly decides not to tell you her important news until you've spoken to Lemina and the others.

RAMUS

HEALING NUT	200S
HOLY WATER.....	100S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
STAR LIGHT	2000S
EARTH CREST	3000S
THUNDER CREST	3000S
WATER CREST	3000S
FIRE CREST.....	3000S
WIND CREST	3000S

No problem, honey-pie. Head into the Cave of Trial to find **Lemina** just inside the entrance of Floor B1. Chat with her three times. Next up: **Ronfar**, whom you'll find at the north end of the Magic Library, with Mauri at his side. Talk to Ronfar three times and Mauri once. Final stop: **Jean**, who's training with Lunn near the statue of Althena in the north-west corner of Vane. Talk to Jean three times, and Lunn twice.



▲ "But it can't be better than my idea to cover our ears and sing 'La la la la we can't hear you Zophar la la la la!'"



▲ "It's also our duty to be the butt of fat jokes and make insecure jerks feel better about themselves!"



▲ "Well, except the blonde-haired kid from 'NSync. That dude is a dance machine!"

STORYCHECK

RUMBLE ON THE ROOF

Now that you've completed the scavenger hunt, return to Miria and speak to her. She tells you that a very special guest has come to the Guild to meet with you. Head for the roof of the Guild to find none other than Lord Leo. The White Knight asks to join you, not as one of the Four Heroes, but simply as a man who fights for justice. Leo takes Hiro's "Um..." as a yes, and he sprints to the *Destiny* to prepare it for the journey to Zophar's Domain. You might wanna save the game at this point. Not that anything bad's about to happen. No, not at all.

As you attempt to leave the roof, a very bad man appears behind you. (See Ghaleon's Challenge on page 258.) Make another feeble attempt to enter the Guild, then walk up to Ghaleon and speak to him. After an exchange of words and a bolt of lightning, Hiro's friends show up, rally 'round their leader, and engage in a big beef with the Dragonmaster. Turn the page!



▲ "...but as a damn-good-looking Beastman with a score to settle!"



▲ "Britney Spears' rack is fake! Accept the truth, you fool!"

STORYCHECK

DEFEAT GHALEON!

This boss battle is an epic two-parter. In the first battle, you don't have any MP, so your battle strategy is so simple that even a videogame reviewer can understand it: Everyone except Lemina attacks Ghaleon, and Lemina uses Healing Nuts on ailing characters. (Lemina's staff-swinging attacks are virtually useless against Ghaleon, hence her temporary duty as group healer.) Don't worry if one or two characters go down, as everyone will be healed and healthy before the start of the second clash.

When you've done 3000+ HP of damage to the Dragonmaster, it's time for the second battle, in which your MP are restored, and in which Ghaleon uses all five attacks in his arsenal. **Hiro** should use the Poe Sword (or Triple Sword, if he's at Level 50) in every turn. **Ronfar** should cast Divine Litany on the first turn, and healing spells thereafter. **Jean** should use White Dragon Protect (against Attack 3) or Blue Dragon Palm. **Lemina** should cast Power Drive on Hiro, Jean, and Leo, in order, then repeat the process. **Leo** should use Flash Blade in every turn. Make sure Jean always has enough MP to cast White Dragon Protect; have Lemina use a Star Light on her if needed.

GHALEON

ATTACK 300
ATTACKS 1
DEFENSE 280
AGILITY 100
SPEED 30-100
WISDOM 120
MAGIC END 120
RANGE 99
LUCK 10
HIT POINTS 7000
EXP POINTS	... 50000
SILVER 0

Attack 1 If the Dragonmaster is standing at relative ease, his sword being held not quite vertically, he's going to strike one character for a decent amount of damage.



▲ When Ghaleon is chillin' like the villain that he is...



▲ ...he's gonna smack one character with his sword.

Attack 2 If Ghaleon is holding his sword straight up, with a field of purple electricity surrounding him (and his weapon), he's going to strike one character for massive damage.



▲ When Ghaleon's weapon is in a state of arousal...



▲ ...he's going to blast the targeted character with magic.

Attack 3 If Ghaleon's sword is pointed toward the ground, with purple "flames" erupting from the blade, he's preparing to summon a meteor shower which pelts everyone for big damage. If Jean doesn't cast White Dragon Protect on this turn, you probably ain't surviving 'til the next turn.



▲ When Ghaleon's sword is on "fire"...



▲ ...a bunch of really big rocks are about to fall from the sky.

Attack 4 If Ghaleon's fist of rage is glowing, and his sword is pointed downward, he's going to summon a bolt from the blue, damaging both the target and any nearby characters caught in the blast zone.



▲ When Ghaleon's clenched fist is purple...



▲ ...he's about to deliver a shocking surprise.

Anime! If Ghaleon is holding his sword horizontally, he's going to encase a character in a magic shell, causing massive damage and paralysis to boot. Gee, that's swell!



▲ When Ghaleon's sword is horizontal...



▲ ...one party member is about to suffer severe stiffness.

Sometimes, I take off my cape and pretend I'm "Lord of the Dance."



Don't smoke, kids, or you won't be able to "raise your sword" either.



Whoof... I guess I'm not... gasp... ready for the StairMaster yet.



I am the Dragonmaster. I have a bitchin' sword. I totally rule!



ANIMECHECK

GHALEON'S CHALLENGE

EXT. -- ROOF OF THE VANE MAGIC GUILD
FADE IN on a tight CLOSE-UP of GHALEON.

GHALEON

Now that you've failed in every possible way, the whole world awaits execution at Zophar's hands.

(leaning forward)

But that's too good for you. You're not worthy to live for Zophar's judgment.

Ghaleon leans further forward until his EYES fill the frame.

GHALEON

Peer into the eyes of your executioner...

We quickly ZOOM OUT so that Ghaleon's torso is in frame. Ghaleon POINTS at Hiro with his sword.

GHALEON

...Hiro!

FADE OUT.



STORYCHECK

When you defeat Ghaleon, he collapses into a heap and asks Hiro why his life was spared. Hiro replies that it was because Ghaleon spared Hiro's life. Ghaleon acknowledges that Zophar will slay him for his intentional failure. The fallen Dragonmaster then tells Hiro to save the world before it's too late. Hiro asks Ghaleon to join the fight, but Ghaleon declines, realizing that his end is near. He groans with pain and hands over his egotistically-named weapon, **Ghaleon's Sword**.



▲ "Neither does your ability to eat five Double Deckers in one sitting."

GHALEON: GOOD GUY!



▲ "Well, I do regret 'inhaling' during my freshman year at the Guild..."

Return to Ramus and buy everything you can, especially Star Lights, Angel's Tears, and Healing Nuts. Return to the roof and speak with Ghaleon. Respond to his first question with **"We're ready to fight!"**, and he explains that to defeat Zophar, you must slay Lucia, and snuff out the power of Althena. When Ghaleon asks if you understand, respond with **"I can save Lucia!"** Each character gives a brief pep-talk, and the smiling Ghaleon tells Hiro and his friends to beat it. As the *Destiny* sails for Zophar's Domain, you watch back-to-back animations: *Destiny Departs* (page 261) and *Zophar's Castle* (page 262).

STORYCHECK

After the *Zophar's Castle* animation, you're placed in control of Hiro. Save the game and walk onto the *Destiny's* bow. Lucia tells Hiro that she came to save Lunar, and that she has failed. Hiro says that it's not over yet. The world can yet be saved, and Zophar defeated. Lucia says that she wants to believe...and then she disappears. Hiro swallows the lump in his throat and vows to rescue her.



▲ "...and all I got was this lousy T-shirt! It's simply not fair!"

ZOPHAR'S DOMAIN!



▲ Return to the *Destiny* and smooch the statue on board to restore your HP and MP.

While you can't leave Zophar's Domain, you can return to the *Destiny* at any time and use the statue of Althena to heal up. You want all of your characters to be at Level 50 (or higher) before the final battle, so don't be afraid to get into plenty of scraps with Zophar's mighty minions. And don't burn any healing items as you fight your way to Zophar, because your HP and MP will be restored just before all heck breaks loose.

Do I make you horny, baby? DO I?!



Yeah, like I've never heard THAT one before.



Help! I'm being chased by the inspiration for the movie "Deliverance"!



All I'm asking for is dinner and a movie! What's wrong with that?!



ANIMECHECK

DESTINY DEPARTS



EXT. -- VANE (DAY)

FADE IN on a shot of DRAGONMASTER GHALEON, slowly walking toward the edge of a cliff. In the distance, the Destiny steams toward the horizon. Ghaeon stops and silently watches the Dragonship depart.

CUT TO CLOSE-UP of Ghaeon.

GHAEON

Are you watching me in secret, Dyne?

CUT TO a blurry shot of the rear of the Destiny, and slowly ZOOM OUT.

GHAEON (V.O.)

These children shine with your light.

CUT TO CLOSE-UP of Ghaeon. After a few moments, a SHAFT OF WHITE LIGHT illuminates him from above.

CUT TO a shot of the shaft of light, shining through the clouds.

CUT TO a side-view shot of Ghaeon, who gazes upward at the light.

CUT TO CLOSE-UP of Ghaeon. A white, sparkling AURA appears around him.

CUT TO CLOSE-UP of Ghaeon's eyes, which reflect the inner peace he has finally found. Ghaeon slowly CLOSES his eyes and FADES to nothing.

CUT TO CLOSE-UP of Ghaeon's cape and armor, which collapse in a heap.

CUT TO CLOSE-UP of Ghaeon's headband, which rolls along the ground for a moment, then topples over.

CUT TO a wide shot of Ghaeon's armor and cape, which are still sparkling. The shaft of light slowly fades, and the sparkles fade along with it. A sudden GUST OF WIND blows along the ground, kicking up clouds of dust. Ghaeon's cape BILLOWS in the breeze, then FLIES into the air.

CUT TO a slowly PANNING shot of the cape as it flutters into the distance, riding on the winds of eternity.

CUT TO an overhead shot of the Destiny.

GHAEON (V.O.)

Fight hard, Hiro.

DISSOLVE TO a slowly PANNING shot of Hiro at the Destiny's wheel, his friends standing behind him.

GHAEON (V.O.)

Believe in your friends. The final test lies before you.

CUT TO a close-up of the Destiny's bow. We slowly ZOOM OUT as we--

FADE OUT.





EXT. -- ZOPHAR'S DOMAIN (DAY)

FADE IN on a shot behind the Dragonship Destiny as it moves forward through a narrow canyon. Looming in the distance is ZOPHAR'S CASTLE, a twisted blue structure with four "towers" that claw at the sky.

CUT TO a shot of Hiro and the Gang at the helm of the Destiny, and slowly ZOOM IN.

HIRO

What has Zophar done?

CUT TO a series of CLOSE-UPS of the Castle. Large dollops of BLUE MUCOUS drip off the sickening structure.

CUT TO CLOSE-UP of Hiro, whose mouth is wide-open with horror and disgust.

CUT TO a wide shot of the Castle from Hiro's POV. The air in front of the Destiny suddenly RIPPLES like water. LUCIA appears in the center of the ripple, "crucified" on a cross of purple crystal.

CUT TO Hiro, who leans back and GASPS.

CUT TO CLOSE-UP of the translucent Lucia.

HIRO (V.O.)

Lucia!

CUT TO a shot of the Destiny from just behind Lucia's glowing projection.

CUT TO CLOSE-UP of Lucia's Pendant, then CUT TO CLOSE-UP of Lucia's hand.

CUT TO the bottom of Lucia's projection and PAN UP to her face.

CUT TO CLOSE-UP of Lucia.

LUCIA

Hiro! Run away!

Lucia grimaces and moans.

LUCIA

You must get away from here! Zophar's too strong! No one has the power to stop his evil now...

FADE OUT.



ZOPHAR'S KEEP IF



SILVER
LIGHT

1



SILVER
LIGHT

↓
DRAGONSHIP
DESTINY



MONSTERS



CRAZY CRAB
(P. 78)



HADES
(P. 79)



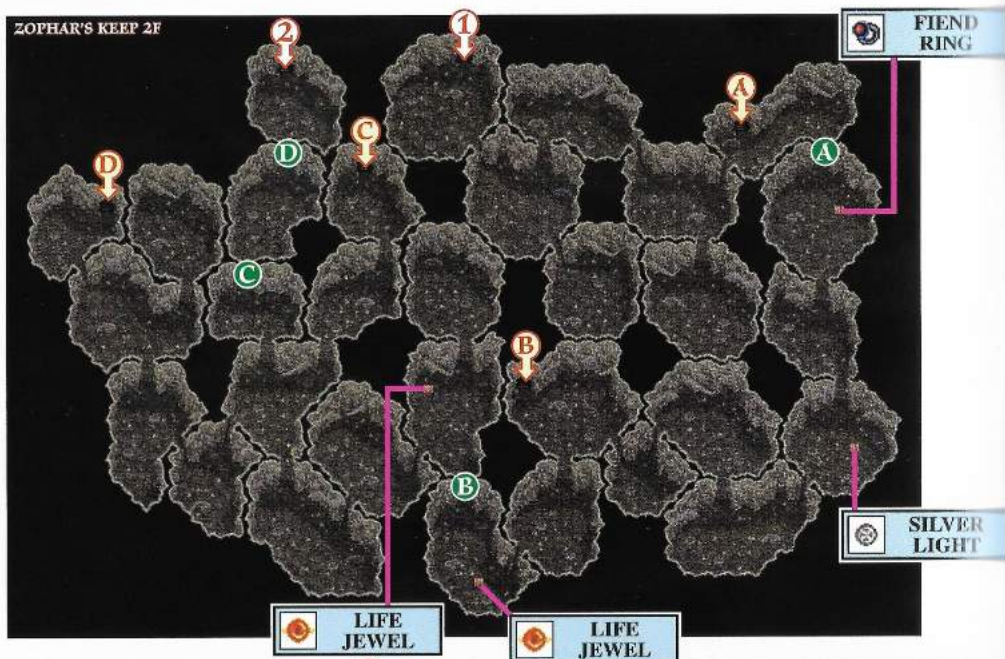
MECHA STAR
(P. 79)



SNATCHER
(P. 80)

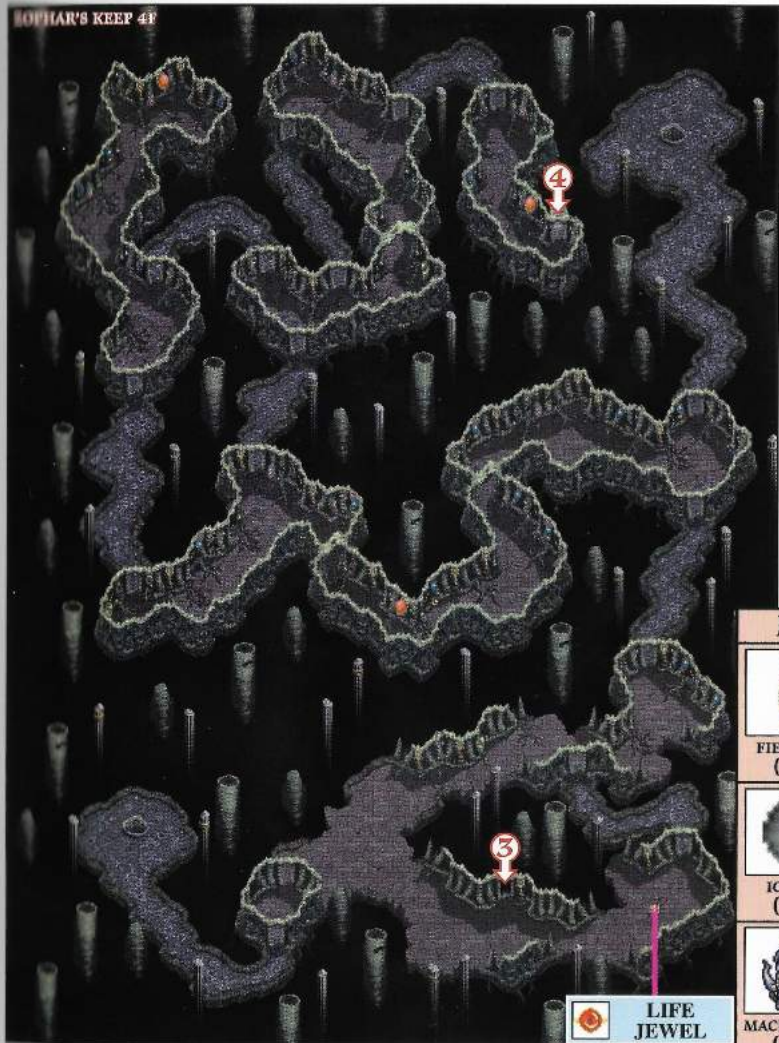
While there are eleven (!) monsters in the Keep, you'll only encounter these four on the first three floors. The Crab is vulnerable to all elemental spells, Hades is vulnerable to Water, and the Snatcher is vulnerable to Earth, so bust out the appropriate spells to beat them down. Do *not* burn any Star Lights or Silver Lights; save them for the final battle.

ZOPHAR'S KEEP 2F



ZOPHAR'S KEEP 3F





LIFE
JEWEL

I'm not just a
dancer... I'm also a
white-space-filler
for hire!



MONSTERS



FIEND GATE
(P. 78)



FIRE SEED
(P. 79)



ICE SEED
(P. 79)



LUNAR SEED
(P. 79)



MACE MASHER
(P. 79)

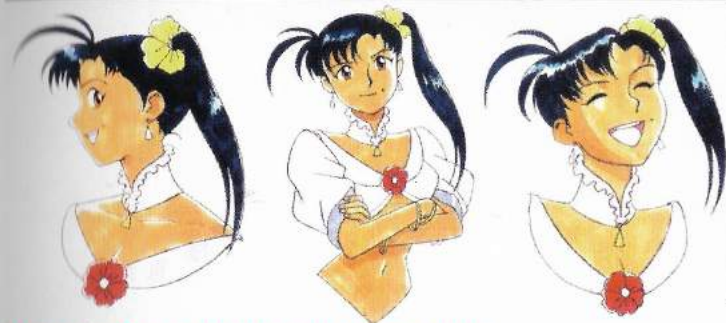


SPARK SEED
(P. 80)



WIND SEED
(P. 80)

Each of the five Seeds represents an element, and each is thus vulnerable to certain other elements. (The Lunar Seed is Earth; the Spark Seed is Thunder; the others are obvious.) The Mace Masher is vulnerable to all elements, and the *huge* Fiend Gate is vulnerable to none. Avoid the Gates if you can. Zophar's just around the corner!

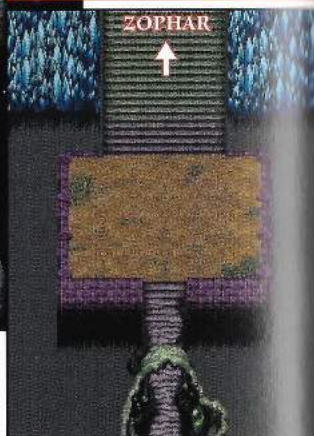




**SILVER
LIGHT**

PREPARE YOURSELF!

If your party members are seriously hurting, use a Star Light or two and get 'em healthy. Otherwise, just walk up the stairs (after saving!), because your HP and MP will soon be restored.





FADE IN on a TRACKING SHOT of Zophar's jagged "wing." The shot moves UP and RIGHT, tracing the outline of Zophar's bizarre new form.



DISSOLVE TO another TRACKING SHOT, this one starting at Zophar's head and moving to his enormous headpiece.



DISSOLVE TO a third shot, starting at Zophar's FEET, which are wrapped in what appear to be long, green LEAVES. PAN UP Zophar's unit-free body.



ZOPHAR

Ah...now then. What brings you to my inner sanctum? Have you come to beg for mercy? Or perhaps to halt my glorious plans?



CUT TO CLOSE-UP of Zophar.

ZOPHAR

Oh, but then, it really doesn't matter. You haven't the slightest chance of stopping me now. My new age of supreme darkness has begun.



Zophar leans backward and extends his open PALM toward the camera.



ZOPHAR

Watch now as I mold this world to my taste.



FADE OUT.



ZAP ZOPHAR!

Zophar has four forms. You need to beat all four forms to destroy him. If you lose to any of the forms, you have to reload your most recent save and fight through all four forms again. This battle is really, really hard. You probably realize that.

In his first form, Zophar cycles through five attacks, always using them in the same order. Here's what you do: **Hiro** should use Triple Sword in every turn (or use a regular Attack if he's out of MP); **Ronfar** should cast Divine Litany, then healing spells; **Jean** should use White Dragon Protect (if Zophar's meteor shower is imminent) or Blue Dragon Palm; **Lemina** should use Power Drive on Hiro, Jean, and Leo; **Leo** should use Flash Blade (or a regular Attack) in every turn. Don't use Star Lights or Silver Lights—you should've already used them (if necessary) before entering this battle, and you have to save the rest for the third and most difficult form. When you've done the necessary damage to Zophar, he transforms into his second form.



Attack #1: Zophar strikes and mutes a character. Use a Holy Water to loosen the lips.



Attack #2: Zophar triggers a meteor shower. Have Jean cast White Dragon Protect.



Attacks #3 and #5: Zophar zaps a character, and anyone else in the zapping zone.



Attack #4: Zophar uses a mild laser-rific attack on one character.

ZOPHAR NO. 1

ATTACK	250
ATTACKS	2
DEFENSE	300
AGILITY	100
SPEED	10-76
WISDOM	110
MAGIC END	130
RANGE	50
LUCK	10
HIT POINTS...	16000
EXP POINTS...	0
SILVER	0

ZOPHAR NO. 2

ATTACK	40-200
ATTACKS	1-2
DEFENSE	250-280
AGILITY	100
SPEED	10-130
WISDOM	100-2000
MAGIC END	90-150
RANGE	50
LUCK	10
HIT POINTS...	6000-17000
EXP POINTS...	0
SILVER	0

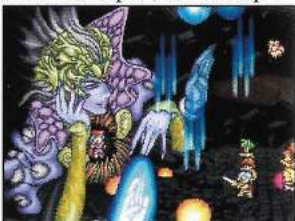
Zophar's second form lasts for five turns, during which Lucia is trapped within his chest (and during which he uses her attacks!). While you can attack Zophar, there's no point in doing so, as your attacks do zero damage. Here's what you need to do during the five turns:

1. Spread your characters out across the battlefield by using the Defend command to position them in a deformed X-formation: Hiro in the upper left, Jean in the lower left, Leo in the middle, Ronfar in the upper right, and Lemina in the lower right.

2. Have Lemina cast Power Drive on Hiro and Leo a couple of times each.

3. Have Ronfar keep everyone healed up.

At the end of the fifth turn, Lucia breaks free of Zophar and—here's the cool part—completely restores everyone's HP and MP. It's time for Zophar's third and toughest form. Be afraid. Be very afraid.



In his third form, Zophar's gold-plated arms cycle through five attacks, his "false" hands always fire energy balls, and his head does one of seven different attacks on each turn. (All of them are shown on the facing page.) Zophar's left arm is resistant to magical attacks, and his right arm is resistant to physical attacks.

There are many, many tactics you can use against Zophar, but the strategy I've outlined below is the one I humbly consider to be darn near foolproof, if your party is at least level 52. And here we go:

Hiro should hit Zophar's head with Triple Sword in EVERY TURN.

Ronfar should cast Divine Litany in the first turn, then cast healing spells (or revival spells, if someone's been knocked out) in every turn thereafter.

Jean should cast White Dragon Protect in EVERY TURN. Make sure she always has at least 50 MP at the start of each turn.

Lemina should cast Power Drive on Hiro or Leo, or use a Star Light/Silver Light on Hiro or Jean. Remember, Jean should always have at least 50 MP at the start of each turn.

Leo should use a Star Light/Silver Light on Hiro or Jean (if Lemina alone wasn't able to restore their MP), or attack Zophar's head with the Flash Blade.

Yes, you can attack (and destroy) Zophar's hands, but why bother? The longer this battle drags on, the greater your chances of croaking. Focus on the body and hack away. White Dragon Protect absorbs enough of Zophar's attacks that none of your characters should get knocked out (unless Zophar hits one character with a flurry of attacks or the Killer Blow). Continue smashing Zophar until he turns into his fourth and final form. When that happens, the worst is over! YES!!

ZOPHAR NO. 3

ATTACK	40-200
ATTACKS	1-2
DEFENSE	250-280
AGILITY	100
SPEED	10-130
WISDOM	100-2000
MAGIC END	90-150
RANGE	50
LUCK	10
HIT POINTS...	6000-17000
EXP POINTS...	0
SILVER	0



Left Hand #1: Zophar heals one of his sensitive body parts.



Right Hand #1: Zophar bombards a poor bastard with a zone-effect ice attack.



Left Hand #2: Zophar absorbs HP from a character and heals all his parts.



Right Hand #2: Zophar hits a good guy with a zone-effect cyclone.



Left Hand #3: Zophar absorbs MP from a character and heals his hands with Oil of Olay®.



Right Hand #3: Zophar zaps an unfortunate character with a zone-effect electric bomb.



Left Hand #4: Zophar hits a character with a crushing column of black magic.



Right Hand #4: Zophar turns up the heat with a zone-effect fountain of flame.



Left Hand #5: Zophar casts Dispel Magic on a character.



Right Hand #5: Zophar knows how to rock, and he proves it with this zone-effect attack.



Red Jewel: Zophar zaps a character, causing damage and a random naughty effect.



Blue Jewel: Zophar strafes the battlefield with big blue rocks from outer space.



Green Jewel: Zophar drops an electric bomb on a poor, poor character.



White Jewel: Zophar casts Erase Magic and clears the battlefield.



Yellow Jewel: Zophar bombards a character with a radioactive bomb.



Electric Head: Zophar blasts a character with a dose of alternating current.



Moving Jaw: Zophar strikes a character for 7,000 to 9,999 HP of damage. Instant death!

Zophar's fourth form is a nasty-looking, but essentially harmless, skeletonized beast. Hiro should use the Triple Sword to bring a swift end to the battle. If Hiro runs out of MP, don't bother using Star Lights; Lucia will heal Hiro if his HP are low, and Zophar's attack isn't strong enough to be fatal. When the Architect of Anarchy gets his butt whupped for the fourth and final time, let the party begin! Turn the page and savor the flavor of *LUNAR 2*'s denouement.

ZOPHAR NO. 4	
ATTACK	220
ATTACKS	1
DEFENSE	260
AGILITY	50
SPEED	78
WISDOM	130
MAGIC END	90
RANGE	50
LUCK	10
HIT POINTS	2000
EXP POINTS	0
SILVER	0

STORYCHECK

After a post-butt-kicking celebration, you regain control of Hiro, who's standing at the entrance to the Vane Magic Guild. Talk to all of your friends, leaving Nall for last. He asks Ruby if she wants to come with him to Taben's Peak for some, uh, quality time. When Ruby asks if she can go, respond with "Maybe some other time.", then talk to Nall again and choose "Of course, Ruby!" Nall hands Hiro a letter from Luna, which she wrote to him a thousand years before his birth. (Now THAT is making deadlines.) In the letter, Luna implores Hiro to show Lucia the ways of love. Not a problem!



▲ Only Ronfar could combine a profound statement and basic blackjack strategy in the same sentence.



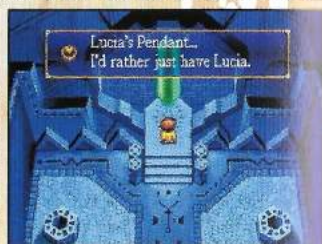
▲ "I'm told it's going to be the next selection of Oprah's Book-of-the-Month Club."

STORYCHECK

Go into the Guild and speak to Borgan, Miria, and Ramus, then head for the roof and speak to Lucia. Hiro invites her back to Gwyn's Place to, you know, hang out. Return into the Guild and speak to Borgan and Miria again, then go outside and chat with all your pals, leaving Ruby for last. One very long cut-scene and three animations (*Spire in Shadow* below, *Tearful Farewell* on page 271, and *A New Beginning* on page 274) later, Lucia has returned to the Blue Star, and Hiro is left with **Lucia's Pendant**. But the adventure is far from over. Watch the credits, save the game, and prepare for *LUNAR 2's* most excellent Epilogue!



▲ "Although I could have done without seeing the freckle on your posterior!"



▲ You and about a kajillion other men, my friend.

SAYING GOODBYE

ANIMECHECK

SPIRE IN SHADOW



EXT. -- BLUE SPIRE GARDEN (NIGHT)

FADE IN on a WIDE SHOT of the entrance to the Blue Spire, which is at the end of a long BRIDGE. PAN UPWARD to the top of the Spire. The beautiful BLUE STAR looms large in the sky. SOFT, SOMBER MUSIC plays for the entirety of this brief scene, to foreshadow the tragic events ahead.

FADE OUT.





INT. -- TRANSMISSION ROOM

FADE IN on Lucia, who faces the transmission crystal that brought her to Lunar so long ago. She slowly turns around to face the camera (and Hiro).

LUCIA

During our fight with Zophar, he said one thing that was very true.

CUT TO CLOSE-UP of Lucia.

LUCIA

He said that I couldn't believe...that I was incapable of believing in the power of humanity.

Lucia closes her eyes, sighs, and shakes her head.

LUCIA

And so, Hiro, I could not believe in you.

CUT TO CLOSE-UP of Hiro. His eyes widen, and he suddenly LURCHES forward, only to be stopped by an invisible FORCE FIELD, which he leans against.

HIRO

No! Lucia! What are you doing?!

CUT TO A wide shot of Lucia and Hiro, looking across the Transmission Room at each other.

LUCIA

When I came to this world, I did not even know the meaning of humanity's power. So how COULD I believe?

CUT TO CLOSE-UP of Lucia.

LUCIA

But you changed all that, Hiro. You showed me the power of your inner strength and MADE me believe.

CUT TO CLOSE-UP of Hiro, who claws into the force field as he realizes what's about to happen.

LUCIA

I return to the Blue Star far richer than when I left.

CUT TO EXTREME CLOSE-UP of Lucia.

LUCIA

For you see, I now know that one day...

CUT TO EXTREME CLOSE-UP of Hiro's eye.

LUCIA

...when it IS restored...

CUT TO A wide shot of Lucia and Hiro.

LUCIA

...I can safely entrust it to humans, who will care for it as tirelessly as you have cared for Lunar. And, Hiro, I know that day will eventually come. Because I hold the most miraculous power of all in my heart.

CUT TO CLOSE-UP of Lucia.

LUCIA

The power of love.

CUT TO EXTREME CLOSE-UP of Lucia's eye. Her hair is blown forward as BLUE LIGHT erupts behind her.

CUT TO CLOSE-UP of Hiro.

HIRO

Come back! Lucia!!

CUT TO A shot from Hiro's POV. The transmission crystal behind Lucia glows brighter and brighter, until the screen is filled with WHITE LIGHT.

CUT TO Hiro, who GASPS and holds up his arm to shield his eyes from the blinding light.



ANIMECHECK

TEARFUL FAREWELL (CONT.)



CUT TO a wide shot of the Blue Spire. An enormous shaft of BLUE LIGHT shines down from the heavens and illuminates the Spire. The shaft of light EXPANDS and surrounds the Spire with its magical power.



CUT TO a dramatically angled shot from the base of the Spire. PAN UP to trace the path of the blue shaft of light, which arcs through the void to the surface of the BLUE STAR.



CUT TO EXTREME CLOSE-UP of Hiro's squinting EYE. He groans and slowly OPENS his eyelid.



CUT TO CLOSE-UP of the bottom of Lucia's red robe. She's FLOATING in the air, surrounded by a BLUE GLOW. PAN UP until we see her face. Her HAIR is being blown straight upward by the magical winds.



CUT TO REVERSE ANGLE behind Lucia. Hiro tries to punch through the force field.



HIRO (near tears)
Why are you doing this, Lucia?



CUT TO CLOSE-UP of Lucia.

LUCIA
I will never forget this place. The people here...they will live on in my memory...forever.



CUT TO EXTREME CLOSE-UP of Lucia. Her eyes are welling up with tears.

LUCIA
I must go, Hiro. Please understand why.

CUT TO CLOSE-UP of Hiro, who's now kneeling in front of the force field.

HIRO
But I don't!

CUT TO EXTREME CLOSE-UP of Lucia. Tears roll down her face.

LUCIA
Hiro, I must go back. The Blue Star needs me.

CUT TO CLOSE-UP of Hiro. He's wide-eyed and breathing heavily, praying that this is a bad dream.

CUT TO EXTREME CLOSE-UP of Lucia.

LUCIA
Goodbye, Hiro. I'll always love you.

Lucia slowly fades to WHITE.

CUT TO a shot of the transmission crystal. LUCIA floats backward into the crystal, moving from right to left across the screen.



TEARFUL FAREWELL (CONT.)



CUT TO a slightly wider REVERSE ANGLE shot of Lucia, still moving backward.

CUT TO EXTREME CLOSE-UP of Hiro, who GASPS.

HIRO
WAIT!!

CUT TO a shot from Hiro's POV. Lucia continues silently floating backward.

CUT TO CLOSE-UP of the force field. Hiro RAMS his shoulder into the field once...twice...but his efforts are futile.

CUT TO a wider shot from inside the field. Hiro gets a running start, SCREAMS, and rams into the force field a third time...nothing.

CUT TO CLOSE-UP of Hiro, who looks at LUCIA.

CUT TO Hiro's POV as Lucia slowly FADES AWAY into the transmission crystal.

CUT TO CLOSE-UP of Hiro. After several moments of labored breathing, he SCREAMS:

HIRO
LUCIA!!!

CUT TO the top of the Blue Spire. A magical GLOBE suddenly IMPLODES into the blue shaft of light, and a BLUE STREAK blasts out of the Spire like a speeding bullet.

PAN UP to follow the rapidly moving streak as it whips through the shaft of light to the Blue Star.

CUT TO a wide shot of the Blue Spire. The blue shaft of light slowly fades away.

CUT TO TRACKING SHOT of LUCIA'S PENDANT as it falls through the air. SPARKLES OF MAGIC surround it.

CUT TO a wide shot of the platform below the now-deactivated transmission crystal. Lucia's Pendant hits the platform with a CLACKING noise.

DISSOLVE TO CLOSE-UP of the Pendant.

FADE OUT.



ANIMECHECK

A NEW BEGINNING



EXT. -- DECK OF THE DRAGONSHIP DESTINY (DAY)
FADE IN on a wall near the Destiny's bow. RUBY flies into frame from the left.

RUBY (surprised)
Wha?! Hey, don't be like that! I intend to stick with you, Hiro!
(closes eyes and raises nose)
And there's no way you can talk me out of helping you, 'kay?

Ruby WINKS at Hiro.

CUT TO CLOSE-UP of Hiro, who looks at Ruby and GRINS.

HIRO
Oh, Ruby.

CUT TO CLOSE-UP of Ruby, who LAUGHS at Hiro and GRINS right back.

CUT TO EXTREME CLOSE-UP of Hiro. He tilts his head to think for a moment, and then we--

CUT TO a dramatic shot of Hiro, spinning around toward the Destiny's bow.

HIRO
Alllll-RIGHT! Here we go!

Hiro grabs the WHEEL of the Destiny.

CUT TO a shot behind Hiro, looking out at the ocean. A huge WAVE crashes across the bow. Ruby flies into frame and lands on Hiro's shoulder.

HIRO
Our next adventure starts now!

CUT TO CLOSE-UP of the Destiny's steam whistle, which lets loose with a loud toot.

CUT TO a wide shot of the Destiny, which cuts through the water toward the camera. The camera moves backward as the Destiny ZOOMS past, filling the frame.

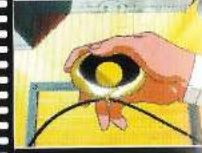
CUT TO CLOSE-UP of Hiro and Ruby, gazing out at the water and thinking of the adventures to come. After a moment, Hiro looks DOWN at his chest.

CUT TO a shot from Hiro's POV. He grasps LUCIA'S PENDANT in his palm. The Pendant SPARKLES in the sunlight.

CUT TO EXTREME CLOSE-UP of Hiro.

HIRO (V.O.)
I will find a way, Lucia.

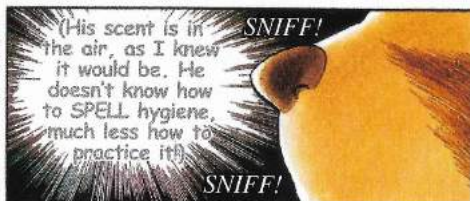
FADE OUT.



LUNATIC PARADE

Art: Akari Funado
Story: Kei Shigema

I'm often asked about the origin of my tattoos, and only now can the truth be told: I was the original drummer for KISS. But you, don't rock and roll all night!



(His scent is in the air, as I knew it would be. He doesn't know how to SPELL hygiene, much less how to practice it!)

SNIFF!

SNIFF!



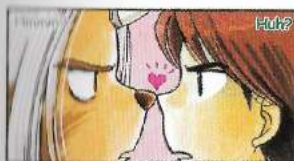
(I will find you yet, stinky-pits!)



You in there! Prepare yourself for my presence!



I suggest that you kneel and kiss my feet--



Huh?



Who are you, boy?! And how dare you rub noses with me!

I was about to ask you the same question. And YOU rubbed MY nose, you white-haired weirdo!



You have no need to be ashamed. Humans of all persuasions are attracted to me.

Ha, ha, ha! You didn't tell me you were a comedian!



So, funny-guy, have you heard the one about the uninvited guest who gets his butt kicked?

Stay your hand, my new friend! Allow me to explain why I have come here--

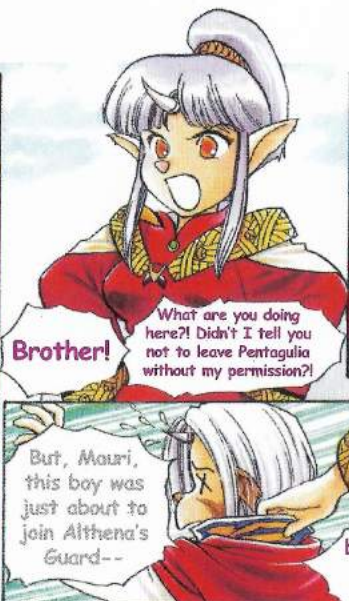


THAT was for breaking into my house! Now tell me who you are, and why you rubbed my nose!

Hiro's "punch"-line

Would you forget about the nose already?! And as for my identity...





STORYCHECK

THE QUEST CONTINUES!

After the ending credits, *LUNAR 2* prompts you to save the game. When you do, you're informed that your save can be used to enter the Epilogue. From the *LUNAR 2* title screen, choose "Continue," then choose the "Epilogue" save. After a brief chunk of exposition, you're sent on a quest to find two Dragon Eye Jewels, which Grandpa Gwyn believes are the key to traveling to the Blue Star. Gwyn also explains that Lucia's Pendant can be used to teleport to anywhere you've previously visited. As you enter various locations during the Epilogue, they're added to the Pendant's location list.

The Epilogue has seven new dungeons to explore and many awesome items to find, including two-thirds of the game's Bromides. And if



▲ Grandpa Gwyn reads aloud from the *Big Book of Obscure Hints*.

you found the regular game to be too easy, you certainly won't find that to be the case with the Epilogue dungeons, which are loaded with brutal monsters and bosses.

While there are many actions you can take in the Epilogue, here's all you *have* to do to complete the game and see the mega-cool second ending:

1. Obtain the Crystal Rememberizer in **Nota**.
2. Obtain the Dragon Eye Jewel in the **Dragon Ruins**.
3. Obtain the Dragon Eye Jewel in the **Water Ruins**.
4. Defeat the boss at the top of the **Star Dragon Tower**.

In the following pages, we'll take you through the Epilogue in what we consider to be the ideal order of events.

The save you just made can be used to access the Epilogue to *LUNAR 2*!

▲ "It can also be used to taunt that friend of yours who sucks at RPGs!"



STORYCHECK

WHERE MY DAWGS AT?

The first order of business is to locate Hiro's friends and talk them into embarking on another adventure, which isn't especially difficult, as they're a bunch of spontaneous guys and gals. The characters rejoin Hiro at the same experience levels they had after Zophar's defeat. Here's where to look:



Hiro is chilling with Mauri in their Raculi crib.



Jean is near the caravan cars of the Madoria Carnival.

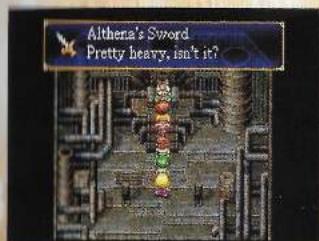


Lemina is inside the Magic Guild of Vane, near Miria and Borgan.



Leo is at the top of the Mystic Ruins, near the remains of the Magic Arrow.

Now, keep in mind that you don't *have* to regroup with all of your friends to complete the Epilogue. Heck, if you're truly masochistic, you can finish the Epilogue with Hiro alone. It's also worth noting that if you finish the Epilogue without a party of five, you receive a considerably different ending (pictured at right), in which



▲ Nall hands over the niftiest weapon in the game to aid you in your quest.

an animation clip is replaced by an in-game event. But you'll find the Epilogue much more enjoyable, and considerably easier, with a full crew. Do what you will, gentle reader—but we're gonna assume that you're getting the band back together.

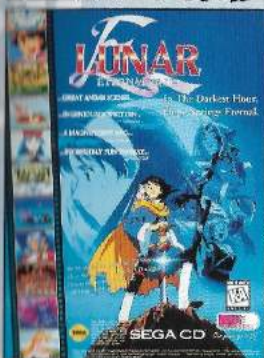
After you've reunited with your adventuring allies, climb to the top of Taben's Peak and talk to Nall in his cozy chambers. After Hiro explains that he's on a quest to rescue Lucia, Nall gives him **Athena's Sword**. Supreme sweetness!



▲ Finish the Epilogue without all five characters for a wacky alternate ending.

RETROCHECK

DIFF'RENT DUNGEONS



▲ These ad flyers for the SEGA CD version of **LUNAR 2** have nothing to do with optional dungeons, but they sure are cool, huh?

The SEGA CD version of **LUNAR 2: Eternal Blue COMPLETE** also had an Epilogue, but unlike the PlayStation® version, there were only five new dungeons: the Brave Labyrinth and the Lost Labyrinth are PlayStation®-exclusive. Also, unlike the PlayStation® version, you could enter Lionhead and the Dragon's Nest during the regular game *or* the Epilogue. And, as the result of a wacky design decision, one of the treasures you received in each dungeon was different, depending on whether you collected it during the regular game *or* the Epilogue.

STORYCHECK

All three of the shops in Vane are selling new merchandise in the Epilogue, because the shopkeepers are crazy like that. Take a look at the updated charts to the right.

And speaking of shopkeepers, pay a visit to Ramus' Shop in Meribia. He's converted the Meribian Sewers into a very special tourist attraction. (Make sure to visit Ramus with Lemina in your party, as the banter between them is mega-amusing.)

SHOP "TIL YOU CAN'T

ARMOR SHOP

PURITY RING	3200S
VIGOR RING	3500S
DEW RING	3200S
NOISY AMULET	3200S
POWER TALISMAN	4000S

WEAPON SHOP

EARTH CREST	3000S
THUNDER CREST	3000S
WATER CREST	3000S
FIRE CREST	3000S
WIND CREST	3000S

ITEM SHOP

HERB	40S
HEALING NUT	200S
PASSION FRUIT	2000S
PURITY HERB	20S
CLEANSING WATER	60S
HOLY WATER	100S
VITALITY VIAL	50S
ANGEL'S TEAR	1000S
DRAGONFLY WING	100S
STAR LIGHT	2000S

STORYCHECK

You'll certainly gain plenty of experience points by fighting through the various Epilogue dungeons, but the creature that gives you the most XP dwells in a dungeon you've already visited: the White Dragon Cave. It's called the Chiro Mongrel, and you probably noticed (during your first journey through the Cave) that it always escaped from a battle before you could do any damage to it. But now that all your characters



▲ ...use the combination of attacks we humbly suggest in the text at right...

are at Level 50 or higher, you have the strength and speed to slay the Chiro, which earn you an incredible 33,333 XP (and none-too-shabby 11,111 silver) each.

If you feel the urge to build your levels, enter the White Dragon Cave, find the Chiro Mongrels, and use the following attacks: **Hiro** should use his regular Attack (which strikes twice); **Ronfar** should use Blue Dragon Palm; **Lemina** should use Catastrophe; **Leo** should use Soul Blade. Goodbye, Chiro—hello, *beaucoup* experience points!

CHOPPIN' CHIROS



▲ Find a Chiro Mongrel (with green neck fur) in the White Dragon Cave...



▲ ...and watch the experience points roll in. Life is good!

STORYCHECK

Head for the East Nota bridge-house and speak to everyone inside, including Julia, the beautiful bride in white. She's getting hitched to Romeo, the mayor of West Nota, in a ceremony which Julia's father hopes will reunite the two halves of Nota. When Julia asks you for a favor, say **"Of course. What's the favor?"** and she gives you a message for Kyle, a man in West Nota.

Head for the West Nota bridge-house and speak to Romeo, then go to the West Nota Alehouse and speak to the blue-haired beer-drinker on the far-left side of the bar. Yes, this pathetic drunk is Kyle, whom you should've briefly encountered during the regular game. After you pass along Julia's message, Kyle wonders aloud about what he should do. Respond with **"You're not giving up, are you?"** and Hiro gives Kyle the mother of all pep talks. Kyle resolves to tell Julia how he feels, but the wedding ceremony begins before Kyle manages to put down his beer. Never fear, says Hiro, and everyone runs out of the tavern.



▲ Agree to deliver Julia's sad message to Kyle, her West Notan boy-toy...



▲ ...and then boost Kyle's spirits by agreeing to help him declare his true love for Julia.

STORYCHECK

Cut to the Nota Bridge, where Romeo and Julia are being united in holy matrimony. Just as Julia is about to pledge herself to Romeo, the Dragonship Destiny crashes the party, with Kyle standing on the bow. Kyle begs Julia to run away with him, and Julia says "Shut up! Just shut up! You had me at hello!" before dramatically leaping off the bridge and into Kyle's arms.

A few minutes later, the reunited lovers thank Hiro, and Julia hands over the **Crystal Rememberizer**. With this handy-dandy item, you can watch (almost) all of *LUNAR 2*'s animation clips. There's a catch, of course: you have to revisit the places where you originally triggered the clips. The Crystal comes with one animation already activated: **En Route to Pentagulia**. To view the animations, select the Rememberizer from the item screen, then press Down on the D-pad to scroll down the list of animations. On page 282 are screenshots of the locations you need to visit in order to activate all of the Rememberizer's animations. (As for the ending animations, you can't view them with the Rememberizer, so make sure you save the game just before each of them.)

A final note: the Water Ruins are inaccessible until you obtain the Rememberizer, at which point the entrance to the Ruins is revealed. Cool, huh?



▲ Notice how Kyle conveniently avoids promising to stop drinking and to get a job.



▲ With the Rememberizer, you can watch *LUNAR 2*'s animation scenes (and you can now enter the Water Ruins).

WEDDING WACKINESS

REMEMBERIZER ROUNDUP!



Check it out, Hiro! The Crystal Rememberizer is glowing!

Sail to the area where Pentagulia used to be and you unlock *ten* animations: *The Holy City*, *Dragonmaster Ghaleon*, *Audience With Althenea*, *Dragon Attack*, *Death of the Blue Star*, *Luna's Story*, *Zophar's Revival*, *Zophar vs. Lucia*, *Zophar's Castle*, and *Omni-Zophar*.



Hey, Hiro, the Rememberizer is glowing! Check it out!

Walk into the mens' bath of Althenea's Spring to unlock (surprise!) *Althenea's Spring*.



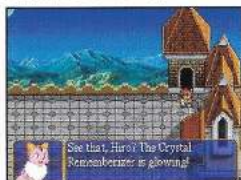
The Rememberizer Crystal is shining, Hiro! Check it out!

Walk along the path to Taben's Peak to unlock *An Old Friend*.



Hey, Hiro! The Rememberizer is shining to them!

Return to the area of the East Desert Pass where you first met Lord Leo to unlock *Dragonship Destiny*.



See that, Hiro! The Crystal Rememberizer is glowing!

Walk onto the roof of the Vane Magic Guild to unlock *Ghaleon's Challenge* and *Destiny Departs*.



Did you see that, Hiro? The Crystal Rememberizer lit up!

Enter the clearing of the Illusion Woods to unlock *Jean's Entrance*.



Look, Hiro! The Rememberizer is shining!

Enter the final room of the Ghost Manor to unlock *Leмина's Entrance*.



Look, Hiro! The Rememberizer is glowing!

Walk onto the sandship dock in Larpa to unlock *Lucia Reflects*.



Would ya look at that, Hiro? The Rememberizer is glowing!

Walk into the inner chamber of the Dragon Ruins to unlock *Lucia's Awakening* and *Ruin Raiders*.



Look at that, Hiro! The Crystal Rememberizer is glowing!

Climb to the seventh floor of the Blue Spire to unlock *Lucia's Arrival*, *Tearful Farewell*, and *A New Beginning*.



Look, Hiro! The Rememberizer is glowing!

Walk down the stairs of the Water Ruins to unlock *Moonlit Swim*.



Look at that, Hiro! The Crystal Rememberizer is shining!

Drive to the riverbank where the Dragonship *Destiny* first encountered Neo-Vane to unlock *Neo-Vane*.



Check it out, Hiro! The Rememberizer is glowing!

Enter the Larpa Tavern to unlock *Ronfar's Entrance*.



Do you see THAT, Hiro? The Rememberizer is glowing!

Enter the Wong Dojo in Horam to unlock *Shadow Warrior Jean*.



The Rememberizer is glowing, Hiro! Isn't it beautiful?

Walk into the Blue Spire Garden to unlock *The Blue Spire*, *Lucia's Confusion*, and *Spire in Shadow*.



Check it out, Hiro! The Crystal Rememberizer is glowing!

Walk into the north side of the Madoria Carnival to unlock *The Disguise*, *Punched-Out Peeps*, and *Lucia's New Clothes*.



The Rememberizer is glowing, Hiro! Isn't it beautiful?

Walk into the Recording Room of the Mystic Ruins to unlock *Recorded History* and *The Entrance*.

STORYCHECK

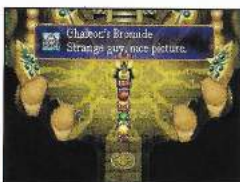
BROMIDE BONANZA

You collected seven Bromides during the normal game, but you can collect an additional *fifteen* Bromides in the Epilogue by chatting to the people (or opening the chests) in the screenshots below. Pay occasional visits to the pink-pitchfork guy at the Spring of Transmission as your Bromide collection grows; the fey farmer grows increasingly complimentary about your Bromide-gathering skills. When you've collected all 22 Bromides, you become, in the awestruck words of the pink-pitchfork guy, the "Perfect Bromider"!

With all the animations unlocked and Bromides gathered, it's time to collect the Dragon Eye Jewels. Let's start with the Dragon Ruins, shall we? Turn the page and get going, by crackee!



Speak to Borgan in the Vane Magic Guild until he gives you **Borgan's Bromide**.



Open the chest in the Mystic Ruins' Recording Room to obtain **Ghaleon's Bromide**.



Open the chest at the top of Lionhead to obtain **Hiro's Bromide**.



Talk to the Drunken Master inside Horam's Drunken Dojo (the northwest building) to obtain **Jean's Bromide 1**.



Talk to the merchant in the southeast corner of the north end of the Madoria Carnival, and buy **Jean's Bromide 3** for 3000S.



Open the chest behind the balloons in the northeast corner of the north end of the Madoria Carnival to obtain **Jean's Bromide 4**.



Open the chest in the southwest corner of the Meribian Sewers to obtain **Lemina's Bromide 4**.



Peek at the rock-a-bye-baby on the Taben's Peak Playground to obtain **Lucia's Bromide 2**.



Speak to this faerie in My Secret Garden (at the base of the Mystic Ruins) for **Lucia's Bromide 3**.



Open the chest in the Taben's Peak Jail to obtain **Lucia's Bromide 4**.



Enter the house on the west side of Vane and speak with the old lady, who gives you **Luna's Bromide**.



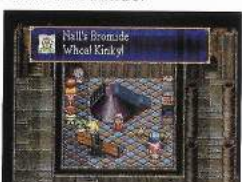
Speak to Mauri in Raculi after Ronfar joins your party, and she hands over **Mauri's Bromide 1**.



Open the chest between the two houses at the north end of Raculi to obtain **Mauri's Bromide 2**.



Speak to the guard of Takkar's north gate and he gives you **Mystere's Bromide**.



Chat with the little boy in the corner of the playground in Taben's Peak (8F) to obtain **Nall's Bromide**.

DRAGON RUINS

MONSTERS



CANNONFOOT
(P. 81)



GOLIATH
(P. 81)

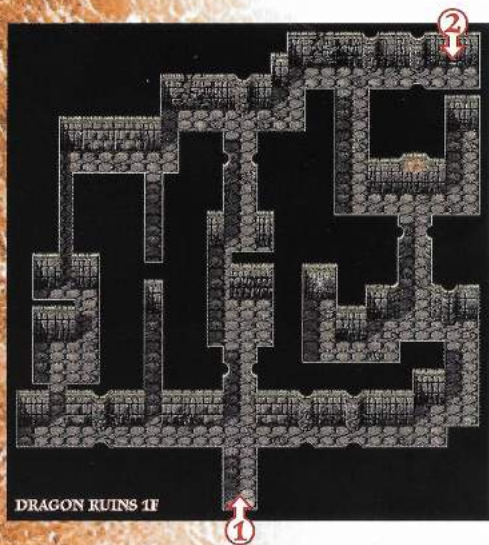
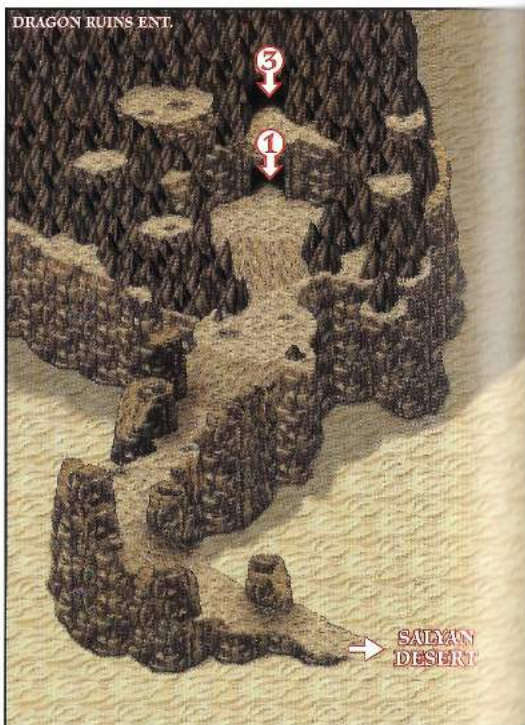


SHELLSHREDDER
(P. 81)



SHOCK SPHERE
(P. 81)

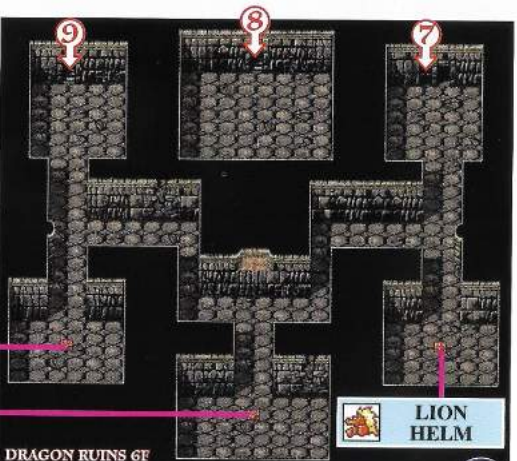
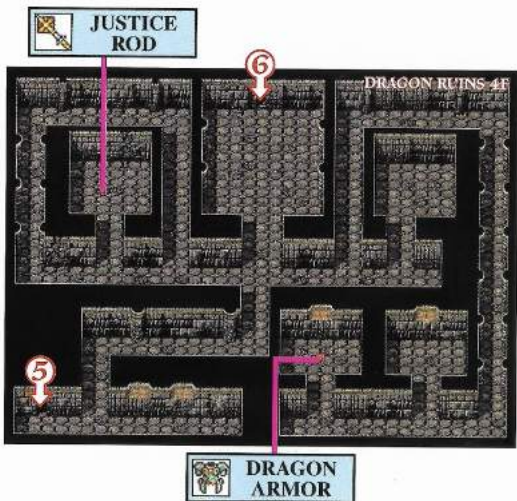
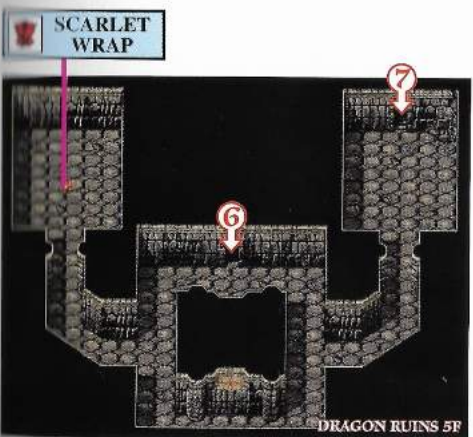
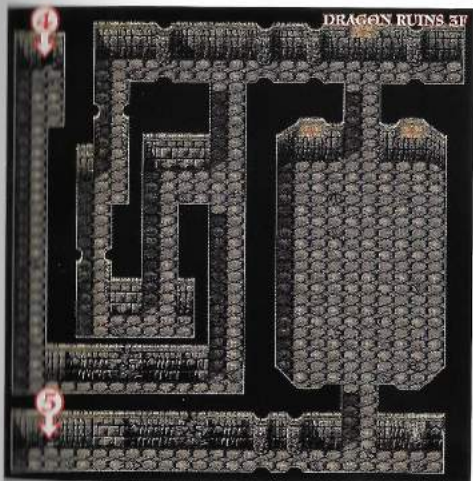
DRAGON RUINS EXT.

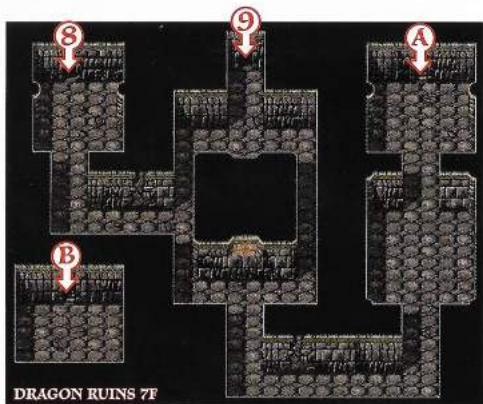


DRAGON RUINS 1F



DRAGON RUINS 2F





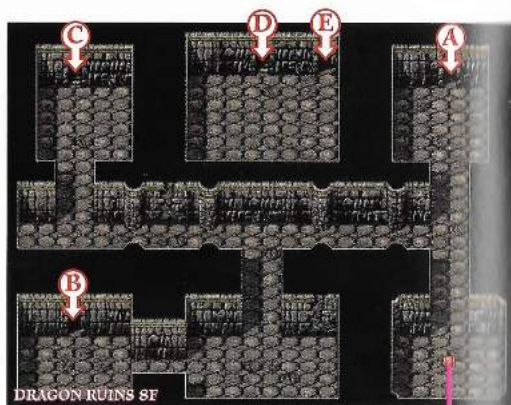
DRAGON RUINS 7F



DRAGON RUINS 9F

GET THE JEWEL

Defeat the Phantom Sentry and you're rewarded with the **Right Opal Jewel**, one of the two keys into the Star Dragon Tower. Now go and get the other one, dude!



DRAGON RUINS 8F



DRAGON RUINS SANCTUM

Check 1 →

BEAT THE PHANTOM SENTRY!

Every boss in the Epilogue dungeons (with the exception of the big bad guy in the Star Dragon Tower, but let's not get ahead of ourselves) can be defeated with the same attack strategy you used to defeat Zophar. It may not be an especially *noble* strategy, but it certainly works, and we're interested in quick and easy results.

Hiro should hit the Sentry with Triple Sword in **EVERY TURN**.

Ronfar should cast Divine Litany in the first turn, then cast healing spells (or revival spells, if someone's been knocked out) in every turn thereafter.

Jean should cast White Dragon Protect in **EVERY TURN**. Make sure she always has at least 50 MP at the start of each turn.

Lemina should cast Power Drive on Hiro or Leo, or use a Star Light/Silver Light on Hiro or Jean. Remember, Jean should always have at least 50 MP at the start of each turn.

Leo should use a Star Light/Silver Light on Hiro or Jean (if Lemina alone wasn't able to restore their MP), or attack the Sentry with the Flash Blade.

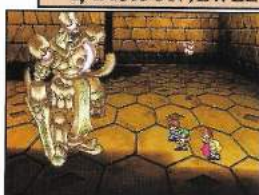
PH. SENTRY

ATTACK	200
ATTACKS	1
DEFENSE	300
AGILITY	50
SPEED	30
WISDOM	110
MAGIC END	110
RANGE	50
LUCK	10
HIT POINTS...	20000
EXP POINTS...	55000
& DRAGON JEWEL	

Attack 1 When the Sentry is standing still, arms at its sides, it's going to cast a spell that physically attracts (but not in *that* way) all the party members toward it. This would be a good time to use White Dragon Protect, if you haven't already.



▲ When the Sentry is standing still...



▲ ...it's about to bring all your characters in for a group hug.

Attack 2 When the Sentry has its sword-arm extended, it's about to unleash a massive explosion. If you ain't White Dragon Protected, you're gonna be dead.



▲ When the Sentry has its sword-arm extended...



▲ ...a very large explosion is about to occur.

Attack 3 When the Sentry's sword-arm is extended and glowing, it's about to shoot a shock wave across the screen. This is slightly less damaging than the explosion attack, but still brutal.



▲ When the Sentry's sword-arm is aglow...



▲ ...every character is about to surf the shock wave.

Attack 4 When the Sentry's left arm is extended, it's going to zap one character. This is the weakest of the Sentry's attacks.



▲ When the Sentry is shaking hands with his invisible friend...

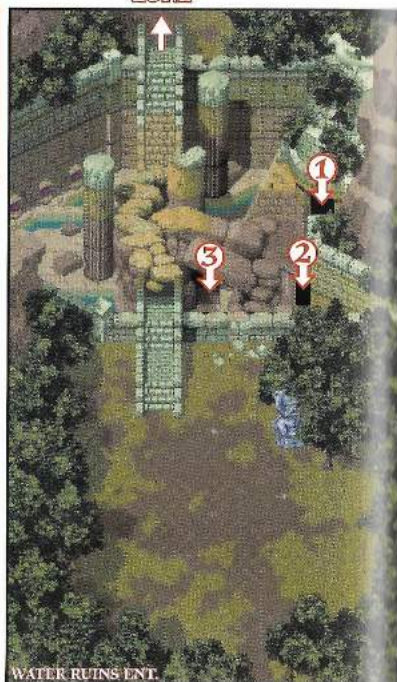


▲ ...one character is about to receive a mighty jolt.

FLOODED OUT

The entrance to the Water Ruins isn't accessible until you collect the Crystal Rememberizer in Nota. See page 281 for more info.

KATEWINA ZONE



WATER RUINS ENT.

SAINT CLOTHES

WATER RUINS 1F



GODDESS ARMOR

DRAGON HELM

BERSERKER CLAW

MONSTERS



BLACK BRAIN
(P. 81)



DARK DOLL
(P. 81)



DIGESTER
(P. 82)

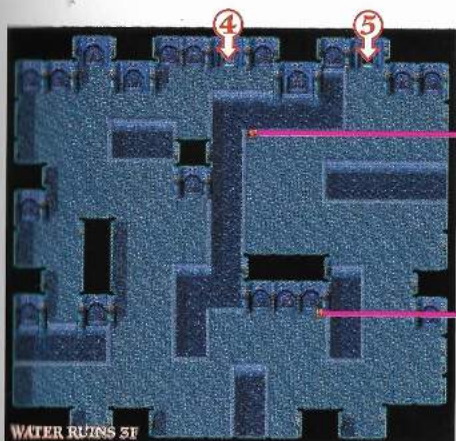


GORGONKA
(P. 82)

SAGE ROBE



WATER RUINS 2F



SILVER LIGHT

LIFE JEWEL

WATER RUINS 5F



WATER RUINS 5F

Check 1 → 280



WATER RUINS 4F

SECRET CORRIDOR

You can use this secret corridor to avoid the Water Guardian and claim the Dragon Eye Jewel without a boss battle...you big chicken.



SECRET CORRIDOR



WATER RUINS SANCTUM

The Water Guardian is vulnerable to every type of magic except (duh) water. Lemina's Catastrophe spell is especially effective, should you choose to have her cast it instead of using the time-honored White Dragon Protect technique. (But don't stray from that technique unless you have the Hero's Talisman, which allows a character to cast the awesome Burning Rage spell.) Anyway, in case you forgot it, here's the technique:

Hiro should hit the Guardian with Triple Sword in **EVERY TURN**.

Ronfar should cast Divine Litany in the first turn, then cast healing spells (or revival spells, if someone's been knocked out) in every turn thereafter.

Jean should cast White Dragon Protect in **EVERY TURN**. Make sure she always has at least 50 MP at the start of each turn.

Lemina should cast Power Drive on Hiro or Leo, or use a Star Light/Silver Light on Hiro or Jean.

Leo should use a Star Light/Silver Light on Hiro or Jean (if Lemina alone wasn't able to restore their MP), or attack the Guardian with the Flash Blade.

Attack 1 When the Guardian is bouncing up and down, with its gun-hand expanding, it's going to encase the nearest character within a big bubble. The character is trapped until they're knocked unconscious or the bubble bursts.

Attack 2 When the Guardian is standing still, it's going to hit the entire party with a wet-and-wild attack.

Attack 3 When electricity is coursing through the Guardian, it's about to blast a character with voltage. Any characters caught within the zone of attack also suffer damage.

Attack 4 When the Guardian is shaking its head, it's targeting one character for a powerful water attack.

W. GUARDIAN

ATTACK	40-250
ATTACKS	1
DEFENSE	240
AGILITY	50
SPEED	30
WISDOM	110
MAGIC END	110
RANGE	50
LUCK	10
HIT POINTS...	20000
EXP POINTS...	60000
SILVER	0



▲ When the Guardian is charging up its hand...



▲ ...one character is about to experience bubble-iciousness.



▲ When the Guardian isn't moving...



▲ ...the entire party is going for a swim.



▲ When the Guardian is crackling with electricity...



▲ ...you're about to learn why water and electricity don't mix.



▲ When the Guardian's head is moving back and forth...



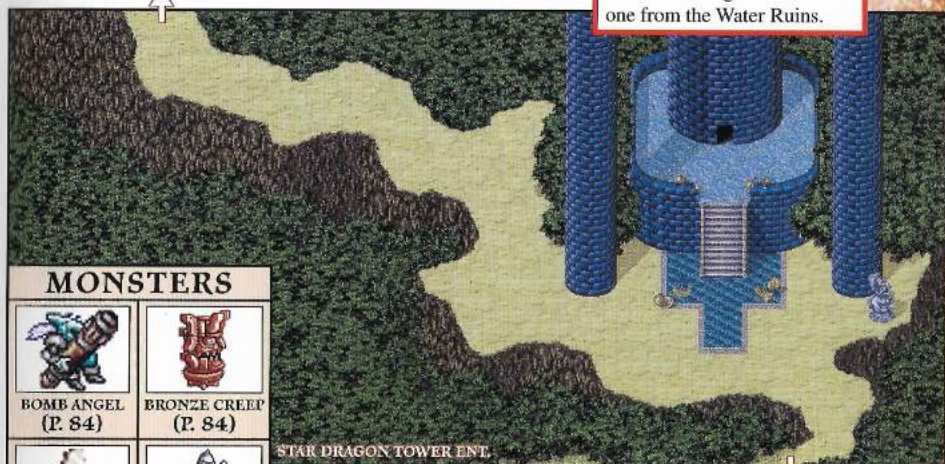
▲ ...one character is about to drown in damage.

STAR DRAGON TOWER

LOCKED OUT

You can't get into the Star Dragon Tower until you have both Dragon Eye Jewels: one from the Dragon Ruins and one from the Water Ruins.

SADIAN
DESERT



MONSTERS



BOMB ANGEL
(P. 84)



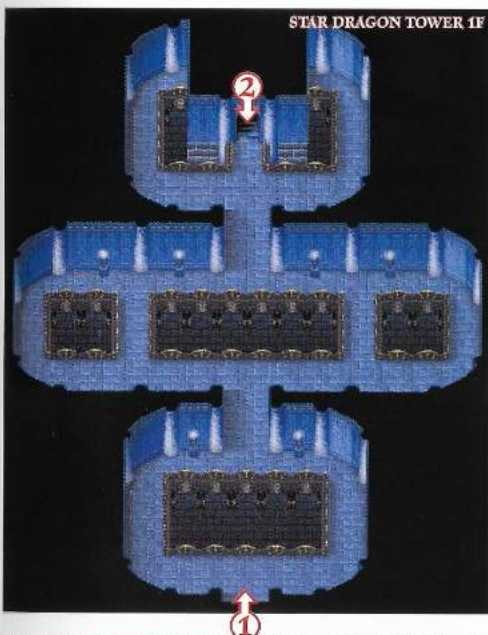
BRONZE CREEP
(P. 84)



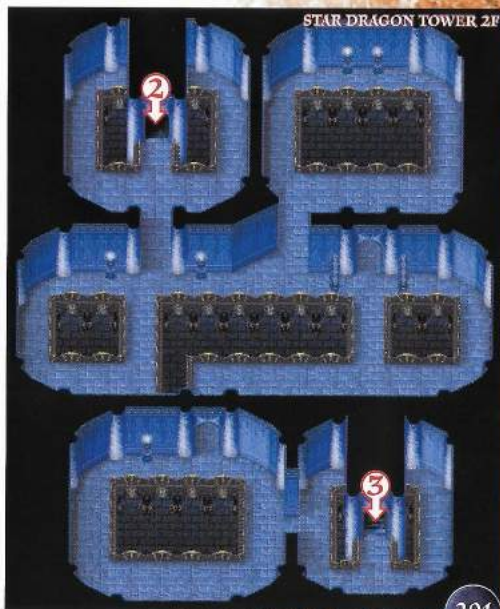
MASTER MIRROR
(P. 84)



STEEL SOLDIER
(P. 84)



STAR DRAGON TOWER 1F

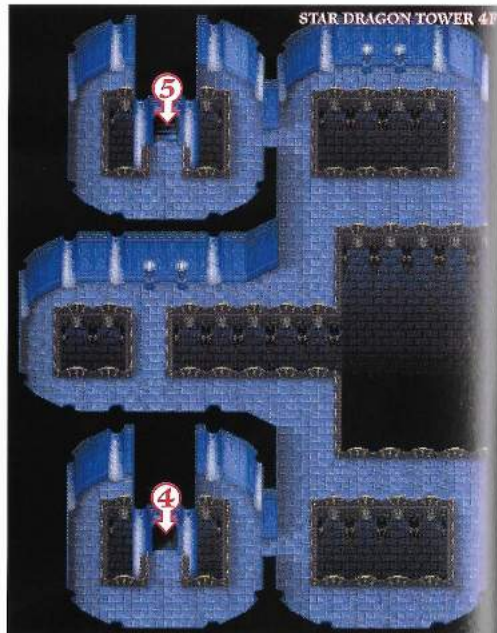


STAR DRAGON TOWER 2F

STAR DRAGON TOWER 3F

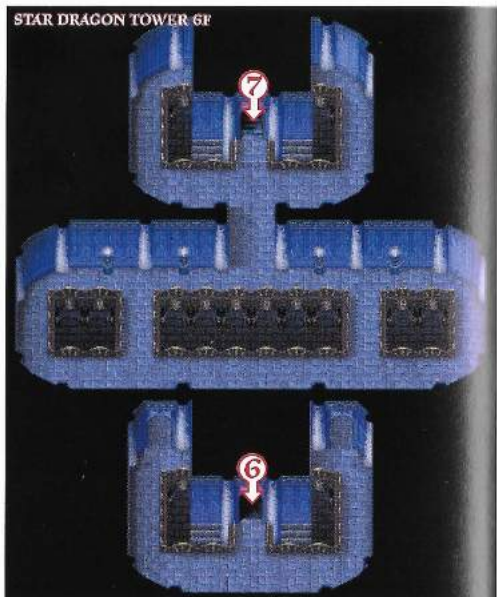


STAR DRAGON TOWER 4F

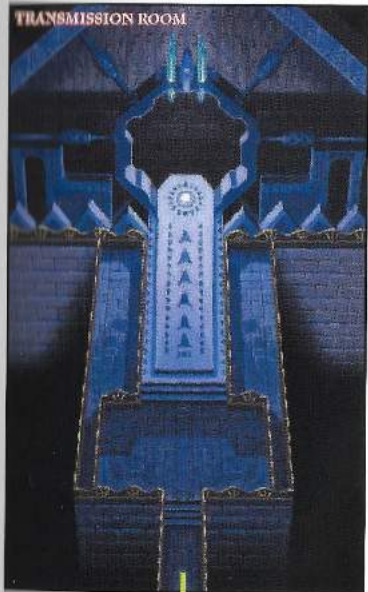
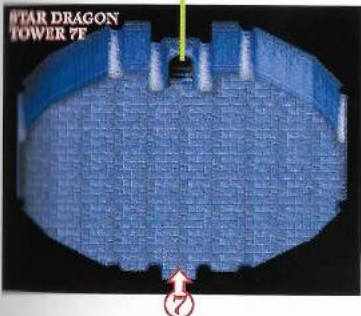


STAR DRAGON TOWER 5F

STAR DRAGON TOWER 6F



TRANSMISSION ROOM

STAR DRAGON
TOWER 7F

Check 1 →

SMASH THE STAR DRAGON!

Hiro gets to fight the Star Dragon all by himself, so you want to make sure that: 1) he's at a way-high experience level (If Hiro has all his HP, and the Star Dragon kills him with a single attack, Hiro needs to power up.), and 2) he's stocked with plenty of Healing Nuts and Passion Fruits.

And here's the rather straightforward attack strategy: use the Triple Sword on one turn, then use a Healing Nut or Passion Fruit on the next. Lather, rinse, repeat until the Star Dragon is defeated. Walk north into the Transmission Room and prepare yourself for the second ending. (If you have Jean, Lemina, Leo and Ronfar in your party, you get to watch a goodbye animation; if you don't have all four, you get a considerably different farewell sequence.)

All five of the Star Dragon's attacks are documented on the next page.

STAR DRAGON

ATTACK	250
ATTACKS	1
DEFENSE	250
AGILITY	50
SPEED	30
WISDOM	100
MAGIC END	100
RANGE	50
LUCK	10
HIT POINTS...	10000
EXP POINTS...	0
SILVER	

Attack 1 When the Dragon's horn is twinkling, the Dragon is about to attack Hiro with burning beams of light.



▲ When the Dragon's honker is sparkling...



▲ ...the Dragon is about to help Hiro to see the light.

Attack 2 When the Dragon's spines are glowing red, the Dragon is about to attack Hiro with a pillar of fire.



▲ When the Dragon's spines are the color of blood...



▲ ...Hiro is about to bathe in a bombardment of flame.

Attack 3 When the Dragon is leaning down and forward, it's about to attack Hiro with a not-so-nice shower of ice.



▲ When the Dragon is leaning downward...



▲ ...Hiro is about to chill out.

Attack 4 When the Dragon's tail is slowly wiggling (and pausing when it's pointed upward), the Dragon is about to attack Hiro with an electric blast from above.



▲ When the Dragon's tail is wiggling and pointing...

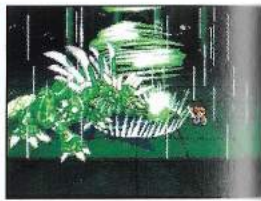


▲ ...Hiro is about to have an electrifying experience.

Attack 5 When the Dragon's mouth is opening and closing, the Dragon is about to attack Hiro with a hurricane that sweeps across the battlefield.



▲ When the Dragon is opening and closing its scaly mouth...



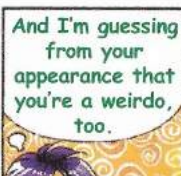
▲ ...the battlefield is about to get very gusty.



* Working Designs does not condone hitting women in the head with folding fans. Nerf® bats, however, are acceptable in certain situations.

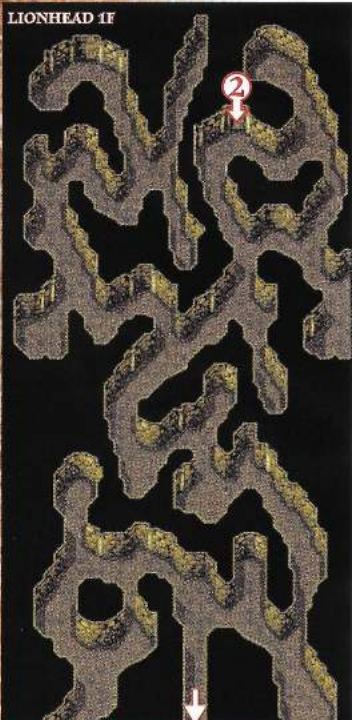


* Working Designs has absolutely no problem with cracking giant spotted eggs over the heads of potty thieves.





LIONHEAD 1F

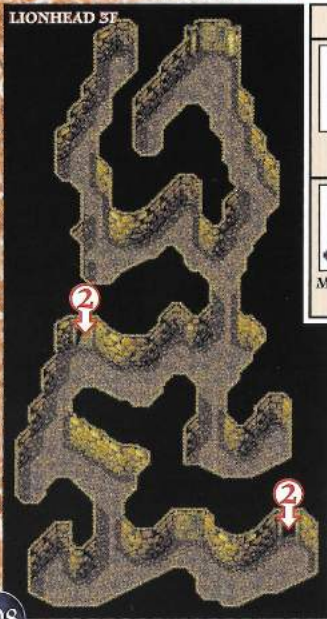


MARIUS ZONE



LIONHEAD 2F

LIONHEAD 5F



MONSTERS



DARK EYE
(P. 83)



MUMMY LORD
(P. 83)



MUTANT TURTLE
(P. 84)



WORKING STIFF
(P. 84)

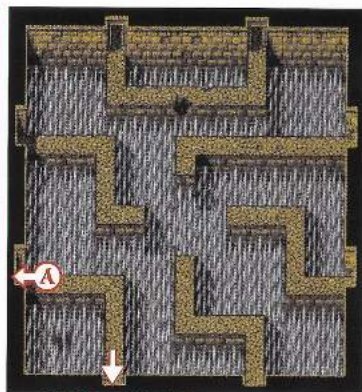
LIONHEAD 4F



LIONHEAD 5F

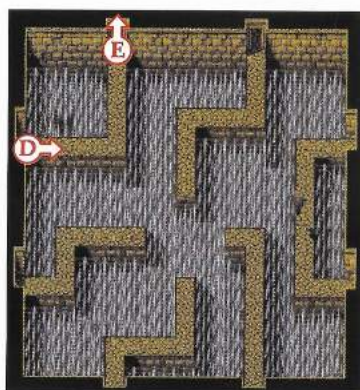
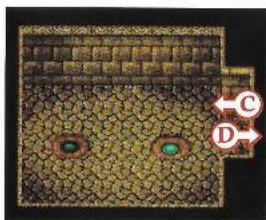
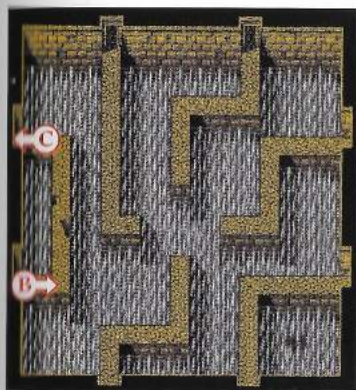
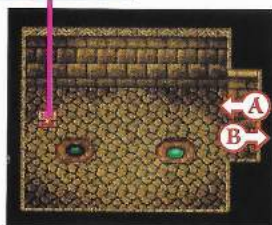
FREAKY FIFTH FLOOR

The fifth floor of Lionhead has pathways that move into one of four configurations, depending on which button(s) the player has pressed. Simply refer to our map labels and go through the doors in alphabetical order, pushing each button as you go, to explore all of Lionhead.

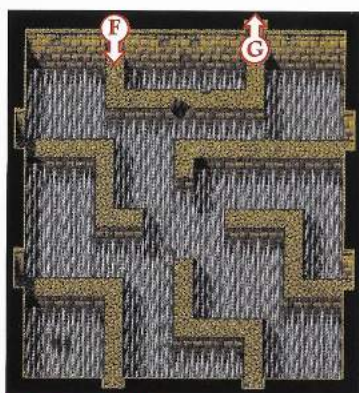


LIONHEAD 4F

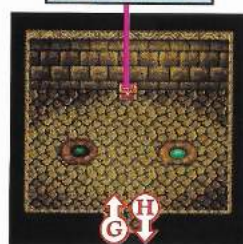
FANTASY RIBBON

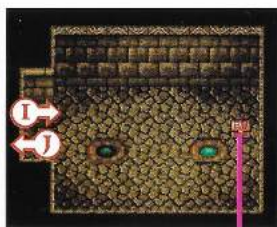
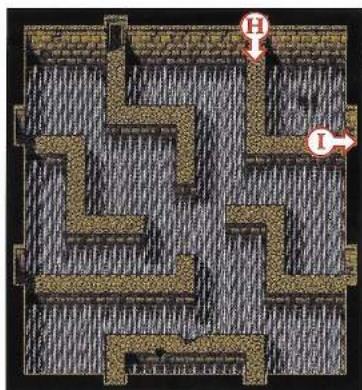


MIRACLE BANDANNA

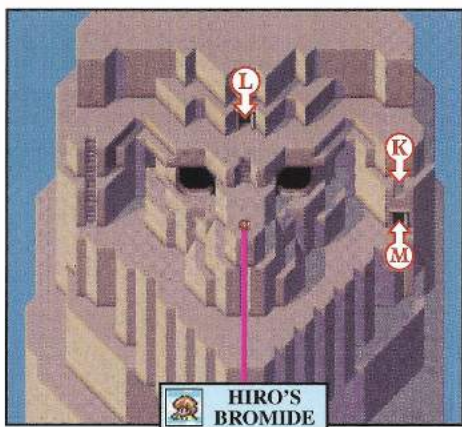
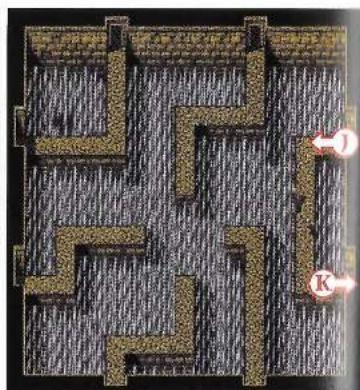


LUNN'S ARMLET



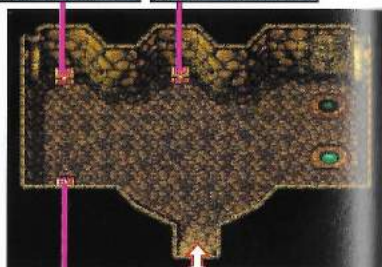


 **HOLY SHIELD**

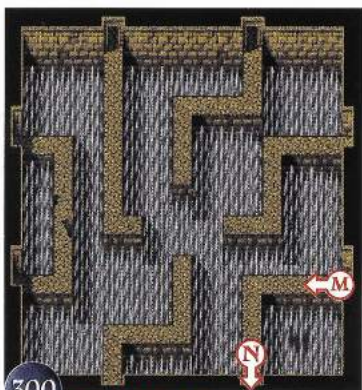


 **HIRO'S BROMIDE**

 **HEALING RING**  **FIERCE FIST**

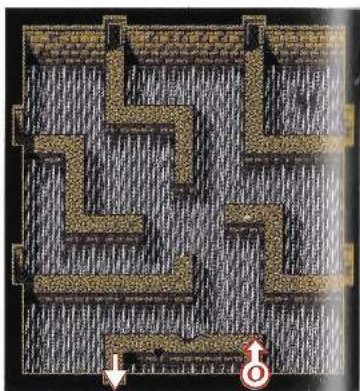


 **SILVER LIGHT**



300

LIONHEAD



LIONHEAD 417

LUNAR 2: THE OFFICIAL STRATEGY GUIDE

DESTROY THE DEVIL EYE!

The Devil Eye is very resistant to physical attacks, but vulnerable to magic, so the White Dragon Protect strategy works well against it. If you're feeling frisky, have Lemina attack with Ice Arrows; otherwise, stick to the tried-and-true formula.

Hiro should hit the Devil Eye with Triple Sword in **EVERY TURN**.

Ronfar should cast Divine Litany in the first turn, then cast healing spells (or revival spells, if someone's been knocked out) in every turn thereafter.

Jean should cast White Dragon Protect in **EVERY TURN**. Make sure she always has at least 50 MP at the start of each turn.

Lemina should cast Power Drive on Hiro or Leo, or use a Star Light/Silver Light on Hiro or Jean.

Leo should use a Star Light/Silver Light on Hiro or Jean (if Lemina alone wasn't able to restore their MP), or attack the Devil Eye with the Flash Blade.

DEVIL EYE

ATTACK	40-300
ATTACKS	1
DEFENSE	450
AGILITY	50
SPEED	65-135
WISDOM	70
MAGIC END	150
RANGE	12-99
LUCK	10
HIT POINTS...	12000
EXP POINTS...	55000
SILVER	0

Attack 1 When the Devil Eye is flashing blue and green, it's going to smack one character with a magic attack.



▲ When the Eye's, uh, eye is flashing blue and green...

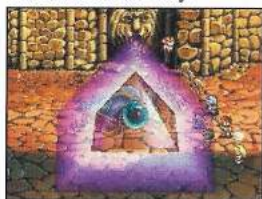


▲ ...a malicious magical assault is on the way.

Attack 2 When the Devil Eye is flashing red and extending its claws toward your characters, it's preparing to cast a magical attack that smacks the entire party.



▲ When the Devil Eye is flashing red...



▲ ...it's about to hit your party with pyramid power.

Attack 3 When the Devil Eye is solid green and raising its claws into the air, it's going to attack a character and put him to sleep.

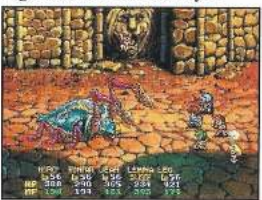


▲ When the Devil Eye is raising its claws into the sky...



▲ ...one of your characters is about to start snoozing.

Attack 4 When the Devil Eye's head and tail are pulsing in and out of its body, the monster is getting ready to smash one of your party members with its claws.



▲ When the Devil Eye is throbbing like a stubbed toe...



▲ ...a character is about to receive a claw-bashing.

DRAGON'S NEST

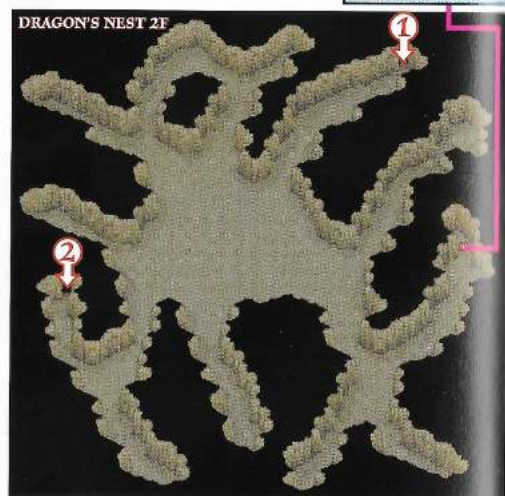


**GODDESS
HAIRPIN**

MINEA SEA



**NAMELESS
SWORD**



**GODDESS
BRACELET**

MONSTERS



**BLOOD WYBURN
(P. 80)**

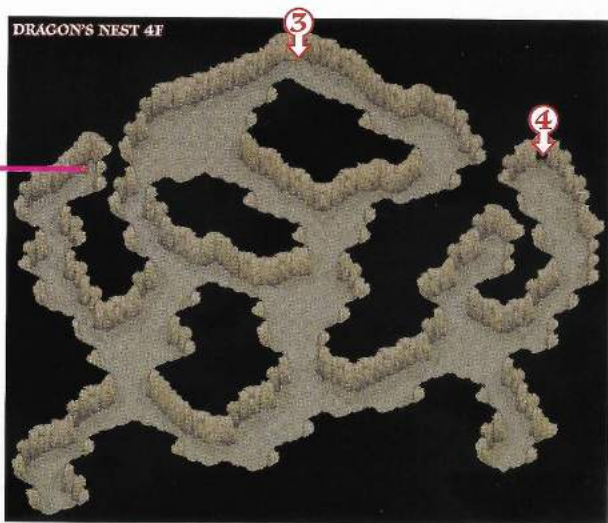


**DOPPLEGANGER
(P. 80)**

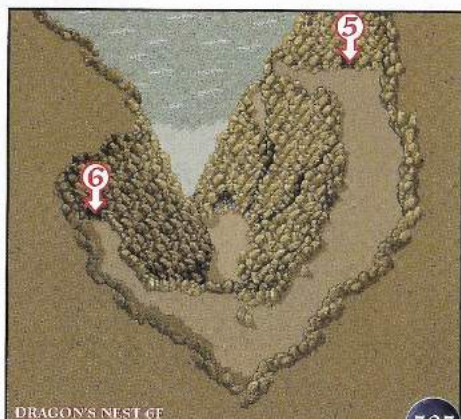


**HARPY
(P. 80)**

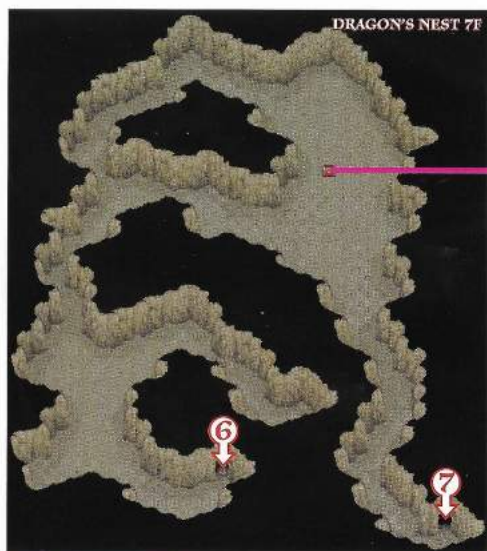
DRAGON'S NEST 4F



DRAGON'S NEST 5F

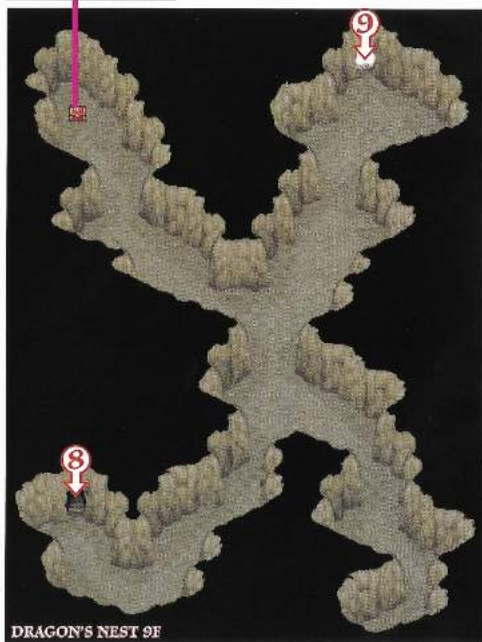


DRAGON'S NEST 6F

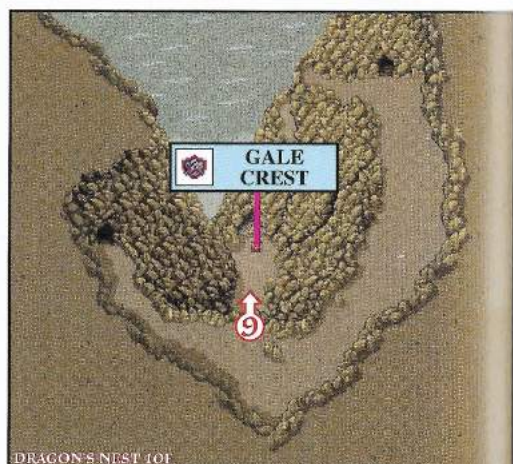


 LIFE JEWEL

 SILVER LIGHT



 CHAOS ARMOR



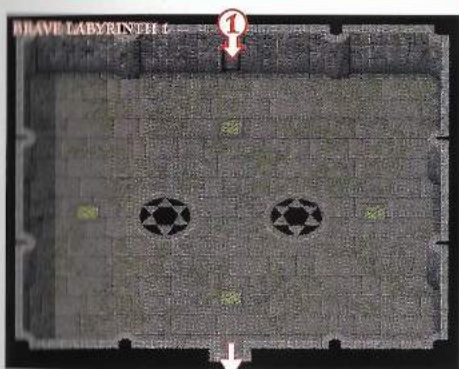
 GALE CREST



▲ The entrance to the Brave Labyrinth is north of Horam.

STEPPIN' ON SYMBOLS

Lure the enemies in the first room into stepping on all four of the sword symbols to open the door to the first of two corridors. If you've killed all the enemies, don't sweat it. Just step on either star symbol and a new enemy appears in the other symbol.



MARIUS ZONE

MONSTERS



HEAT FANG
(P. 82)



LADY CHARME
(P. 82)



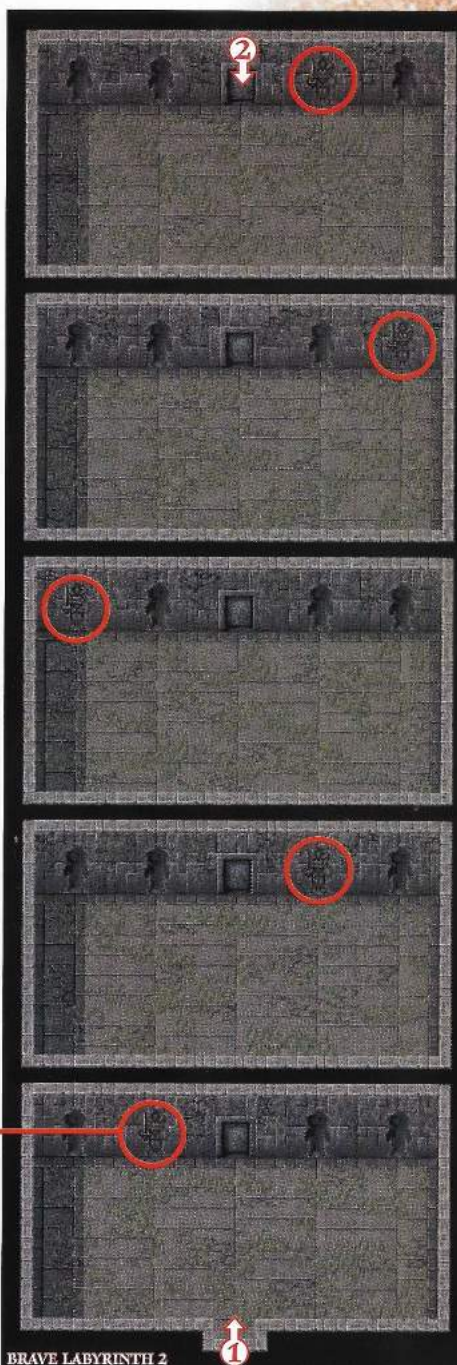
LIVING SWORD
(P. 82)



WICKED WOOD
(P. 82)

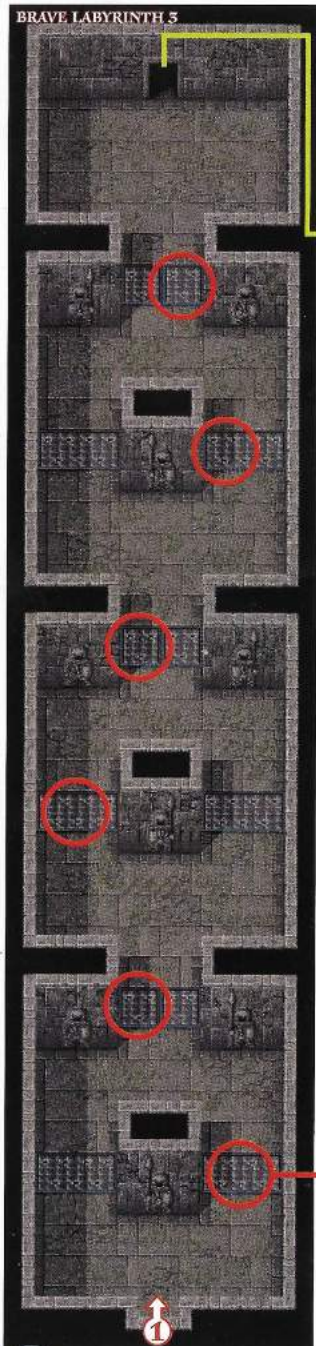
STATUE SEARCHIN'

Press the circled statues to proceed through the corridor. Or don't press them and see how far you get. Heh, heh.



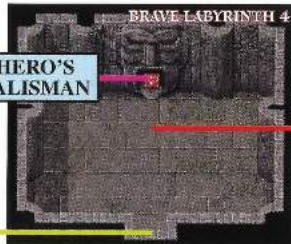
BRAVE LABYRINTH

BRAVE LABYRINTH 5



HERO'S TALISMAN

BRAVE LABYRINTH 4



THE THREE STOOGES

When you open the chest, you unleash the Hero's Talisman and its guardians, the Sword Arm and Fist Arm. You can attack the guardians, but your efforts are wasted, as the Talisman simply summons more guardians onto the scene (and boosts their Attack power). Use Erase Magic to counter the Attack-boosting, and hit the Talisman hard. Defeat the Talisman and you now have (when the Talisman is equipped) the Burning Rage spell at your disposal.



▲ Defeat the Hero's Talisman in battle...



▲ ...and you earn the ability to cast Burning Rage.

TRAP TIME

Walk across the circled areas to avoid the spike booby-traps in the floor. Trigger a trap and you lose 20 HP.

TALISMAN

ATTACK	1
ATTACKS	1
DEFENSE	250
AGILITY	250
SPEED	1
WISDOM	250
MAGIC END	250
RANGE	40
LUCK	10
HIT POINTS...	16000
EXP POINTS...	50000
SILVER	0

SWORD ARM

ATTACK	200
ATTACKS	2
DEFENSE	200
AGILITY	200
SPEED	90
WISDOM	150
MAGIC END	150
RANGE	35
LUCK	5
HIT POINTS...	3000
EXP POINTS...	0
SILVER	0





FIST ARM

ATTACK	150
ATTACKS	1
DEFENSE	140
AGILITY	150
SPEED	130
WISDOM	150
MAGIC END	200
RANGE	40
LUCK	5
HIT POINTS...	3000
EXP POINTS...	0
SILVER	0



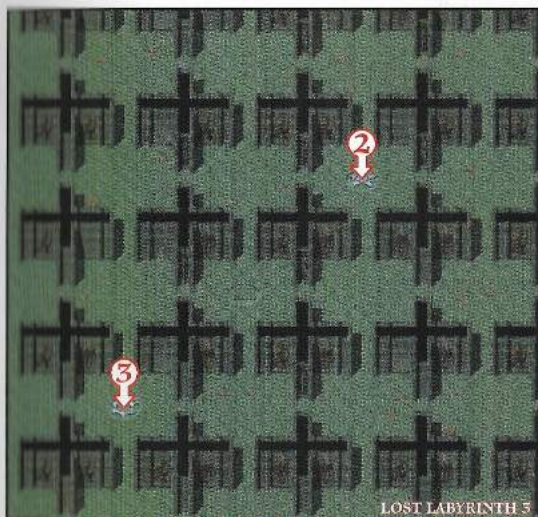
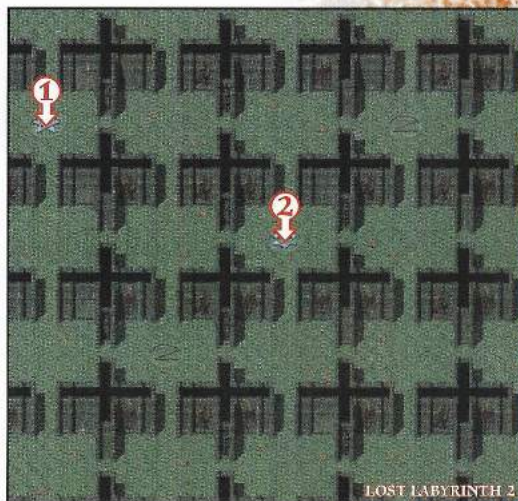
▲ The entrance to the Lost Labyrinth is inside Althena's Spring (in the Illusion Woods).

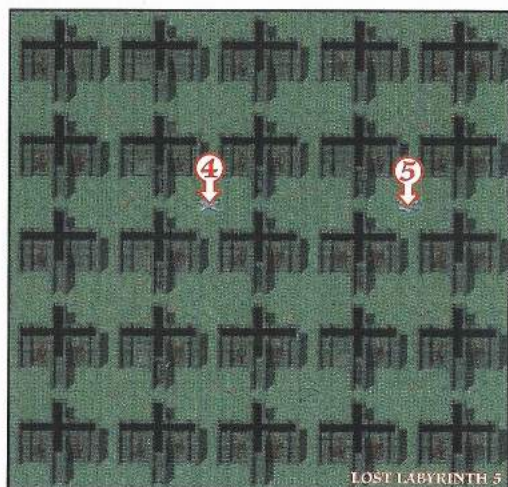


MONSTERS	
	
AXEMAN (P. 83)	GRAMWALKER (P. 84)
	
JACK ATTACK (P. 84)	SABLE SLIME (P. 84)

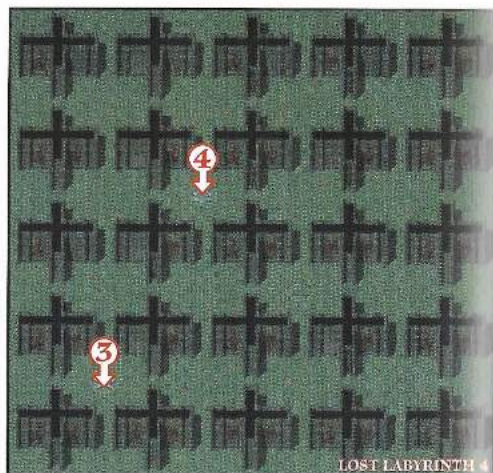
WRAP-AROUND

Most of the floors in the Lost Labyrinth "wrap around." That is, if you walk off one side of the Labyrinth, you'll appear on the other side, without realizing that you've been "transported." Pay close attention to where you are and where you're going, or you'll quickly find yourself—big surprise—lost.

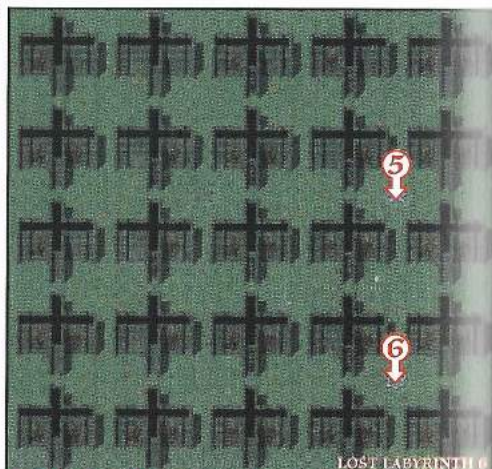




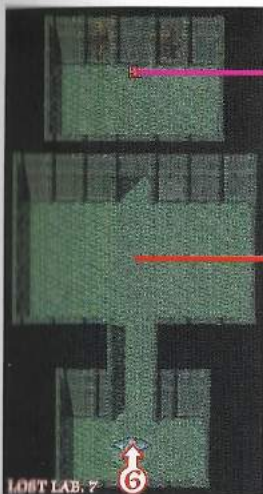
LOST LABYRINTH 5



LOST LABYRINTH 4



LOST LABYRINTH 6



**ALEX'S
OCARINA**

GAGGLE OF GUARDIANS

The Angel Guardian is resistant to physical attacks, but very vulnerable to magic; the Knight Guardian is resistant to magic, but very vulnerable to physical attacks; and the Mage Guardian is tough against everything. Take out the Mage first, as he regularly heals all of the Guardians (sometimes by stealing your HP!). Eliminate the other two Guardians at your leisure when the Mage is mashed, then open the treasure chest for **Alex's Ocarina**. This superb item lets you listen to all of the game's musical selections.



▲ Gib the three Guardians of the treasure chest...



▲ ...and you can listen to all of **LUNAR 2's** swanky music.

KNIGHT

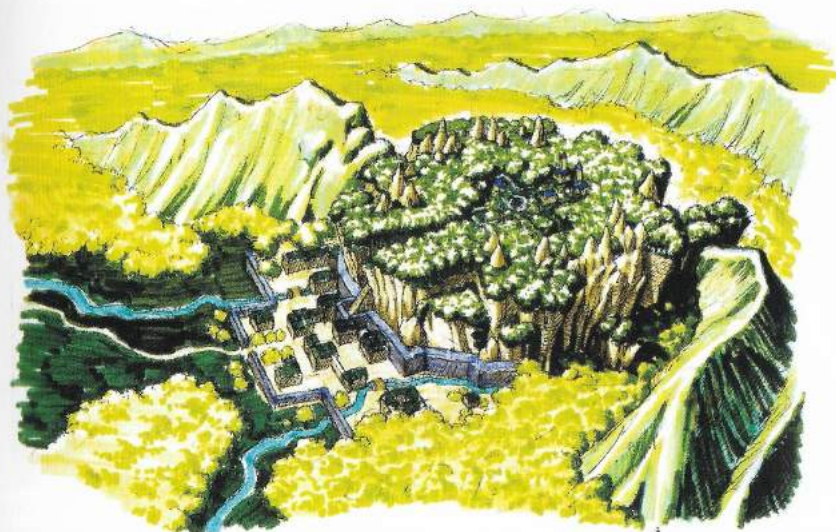
ATTACK	230
ATTACKS	2
DEFENSE	300
AGILITY	100
SPEED	85
WISDOM	100
MAGIC END	100
RANGE	40
LUCK	10
HIT POINTS.....	7000
EXP POINTS.....	17000
SILVER	0

MAGE

ATTACK	150
ATTACKS	1
DEFENSE	100
AGILITY	150
SPEED	60
WISDOM	100
MAGIC END	400
RANGE	40
LUCK	10
HIT POINTS.....	7000
EXP POINTS.....	17000
SILVER	0

ANGEL

ATTACK	250
ATTACKS	1
DEFENSE	200
AGILITY	100
SPEED	91
WISDOM	100
MAGIC END	300
RANGE	400
LUCK	10
HIT POINTS.....	7000
EXP POINTS.....	17000
SILVER	0



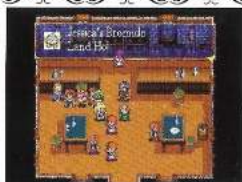
BROMIDES



Lucia's Bromide 1: Obtained from the smitten painter in Larpa (see page 120).



Jean's Bromide 2: Obtained from the woman at the exit of the Illusion Woods (see page 136), or from a little girl at the Carnival.



Jess's Bromide: Obtained from a minstrel in Meribia's tavern (see page 163).



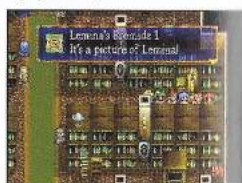
Lemina's Bromide 3: Obtained in Ramus' Shop in Meribia by speaking to Grandpa four times (see page 163).



Lemina's Bromide 2: Obtained from the barrels in the northwest corner of Ramus' Shop after speaking to Grandpa five times (see page 163).



Mia's Bromide: Obtained from the pitchfork-wielding man at the Spring of Transmission (see page 170).



Lemina's Bromide 1: Obtained from a special book on the east side of the Magic Library in Vane (see page 172).



The Sega Saturn version of *LUNAR 2: Eternal Blue* (from which *LUNAR 2: Eternal Blue COMPLETE* was converted) only had 16 Bromides; the six Bromides above were added during the conversion process.

EPILOGUE BROMIDES



Speak to Borgan in the Vane Magic Guild until he gives you **Borgan's Bromide**.



Open the chest in the Mystic Ruins' Recording Room to obtain **Ghaleon's Bromide**.



Open the chest at the top of Lionhead to obtain **Hiro's Bromide**.



Talk to the Drunken Master inside Hiram's Drunken Dojo (the northwest building) to obtain **Jean's Bromide 1**.



Talk to the merchant in the southeast corner of the north end of the Madoria Carnival, and buy **Jean's Bromide 3** for 3000S.



Open the chest behind the balloons in the northeast corner of the north end of the Madoria Carnival to obtain **Jean's Bromide 4**.



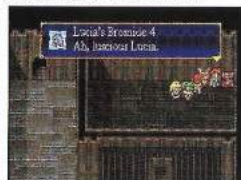
Open the chest in the south-west corner of the Meribian Sewers to obtain **Lemina's Bromide 4**.



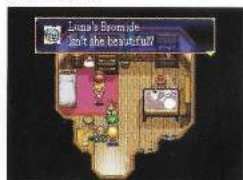
Peek at the rock-a-bye-baby on the Taben's Peak Playground to obtain **Lucia's Bromide 2**.



Speak to this faerie in My Secret Garden (at the base of the Mystic Ruins) for **Lucia's Bromide 3**.



Open the chest in the Taben's Peak Jail to obtain **Lucia's Bromide 4**.



Enter the house on the west side of Vane and speak with the old lady, who gives you **Luna's Bromide**.



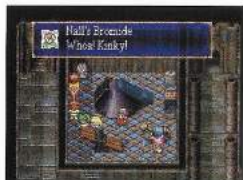
Speak to Mauri in Raculi after Ronfar joins your party, and she hands over **Mauri's Bromide 1**.



Open the chest between the two houses at the north end of Raculi to obtain **Mauri's Bromide 2**.



Speak to the guard of Takkar's north gate and he gives you **Mystere's Bromide**.



Chat with the little boy in the corner of the playroom in Taben's Peak (8F) to obtain **Nail's Bromide**.

RUBY AND THE GUARDIAN

There was a bizarre bug in the Japanese version of *LUNAR 2: Eternal Blue* which went undiscovered until one of Working Designs' testers stumbled upon it. During the battle against the Guardian, if Hiro and Gwyn fainted in certain positions, the Guardian was unable to get past them to attack Lucia...and since Lucia's only action in the battle is to Defend, the game gets stuck in an endless stalemate. We added a very cool fix to the U.S. version: If the Guardian is trapped behind Hiro's and Gwyn's unconscious bodies, Ruby takes matters into her own hands and toasts the Guardian! This mega-keen event foreshadows Ruby's transformation into the Red Dragon, and it's the only battle in the game where Ruby not only attacks, but defeats, a boss!



▲ Move Hiro and Gwyn toward the Guardian during each turn...



▲ ...until they've "blocked" the Guardian. Now let them croak...



▲ ...and wait for Ruby to destroy the Guardian with her potent flame.



▲ She can hardly believe it, and frankly, neither can we!

RUBY AND THE MENU SCREENS

Go to a wide menu screen (the inventory screen, ideally). Move the cursor to the far-left side of the inventory. Press Left on the D-Pad and the cursor moves to the far right side, prompting Ruby to start flying across the screen. Here's the trick: keep pressing Left and Right to move the cursor back and forth between the edges of the menu, leaving Ruby stuck in the middle of the screen, flying back and forth.

You'll know you've done the trick correctly when Ruby's flying animation stops, and when Ruby moves down just a bit on the screen. Now stop moving the cursor and watch Ruby spin around in a daze.



▲ Rapidly move the cursor between the far-left and far-right sides of the inventory menu...



▲ ...until Ruby's flying animation stops. Release the D-Pad and watch poor Ruby get dizzy.

THE DASHING ITEM COMBO

Equip a character with the Yellow Pajamas, Gorgon Doll, and Rubber Boots—the most ridiculous combination of items our resident programmer, Ken Innes, could imagine. Now your dungeon dashes will last four times the usual duration, with the catch being that the PJ-wearing character will be asleep when you inevitably get into a fight, so don't get caught!



▲ Equip three ridiculous items to one of your characters...



▲ ...and your dungeon sprints become dungeon marathons.

THE HIDDEN AUDIO TRACK

If you have a Game Shark or PC audio-ripping program at your disposal, are you ever in for a treat. (If the previous sentence made no sense whatsoever to you, disregard this secret.) Access the W.XA1 audio track on Disc 2 and play segment 000F. You'll hear a *very* special message...







The final comic is gonna be all about ME!

Of course! How could I forget that I'm the protagonist?

Uh, yeah.

And since I'm the star...



Incorrect, Lemina. The final comic should, in fact, document a day in the life of the leader of Athena's Guard!



That was a nice try, old pal, but no dice.

The final comic should be all about the smartest, sexiest, gamblin'-est priest in the history of the known world!



Actually, this comic should be all about the smartest, cutest, richest rogue in the known world!



Who wants to read about a gambler or a rogue, when they could watch me dance into a sweaty frenzy?



SO WHO'S IT GONNA BE, HIRO?!

THUMP!

A-HA!

Lucia!

What do you think the comic should be about?

Y
BE



This is an... interesting choice, Lucia.



If she wasn't catching all these fish for me, I'd tell her we need a better ending...



WE SHALL RETURN!

See you in the game, everyone!

We hope you enjoyed the book! See ya soon!



Gwyn



Hiro



Ruby



Lucia



Ronfar



Jean



Lemina



Leo



LUNAR²
ETERNAL BLUE
COMPLETE



LUNAR² ETERNAL BLUE

LUNAR² ETERNAL BLUE

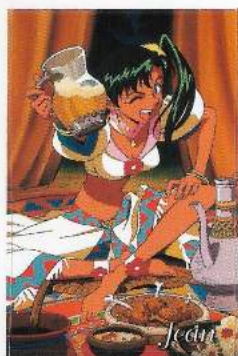
LUNAR² ETERNAL BLUE

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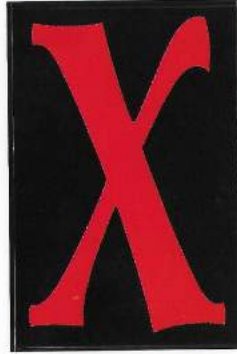
Hi
yo
is

y
BE











FREE LUNAR 2 POSTER



We want to thank you for purchasing this strategy guide. Our initial concept of sending baby Red Dragons to every reader was rejected, thanks to an arcane U.S. Postal Service regulation which forbids shipping fire-breathing creatures across state lines. Whatever. Time for plan B: an exclusive offer for a limited-edition **LUNAR® 2: ETERNAL BLUE COMPLETE** poster! This glossy, gorgeous, full-color pin-up measures a whopping 26.5" x 36" and features an illustration of wide-smilin' Hiro, shoulder-barin' Lucia, and high-flyin' Ruby. So how do you put this poster in your greedy little paws? Just fill out and clip out the coupon below, then mail it to us with a money order—**no checks**, please—for **\$6.00**, which we give to our eager-to-please customer-service department. The customer-service folks send your poster to you in a sturdy mailing tube which, once the poster has been removed, can

be used as a combination baseball bat/trumpet/lightsaber. Order now!

Offer limited to residents of the U.S. and Canada.

Canadian money orders must be payable in U.S. funds.

Offer expires January 1, 2002. Void where prohibited by law.

*Once again, in case ya missed it: **NO CHECKS** and no exceptions. Sorry.*

To receive your **LUNAR® 2: Eternal Blue COMPLETE** poster, print the following information and mail this **ORIGINAL FORM** (photocopies are **NOT** accepted) along with a **MONEY ORDER (NO CHECKS)** for \$6.00 (S&H charges) to:
LUNAR® 2: Eternal Blue COMPLETE Poster, c/o Working Designs, P.O. Box 494340, Redding, CA 96049-4340

NAME _____

STREET ADDRESS _____

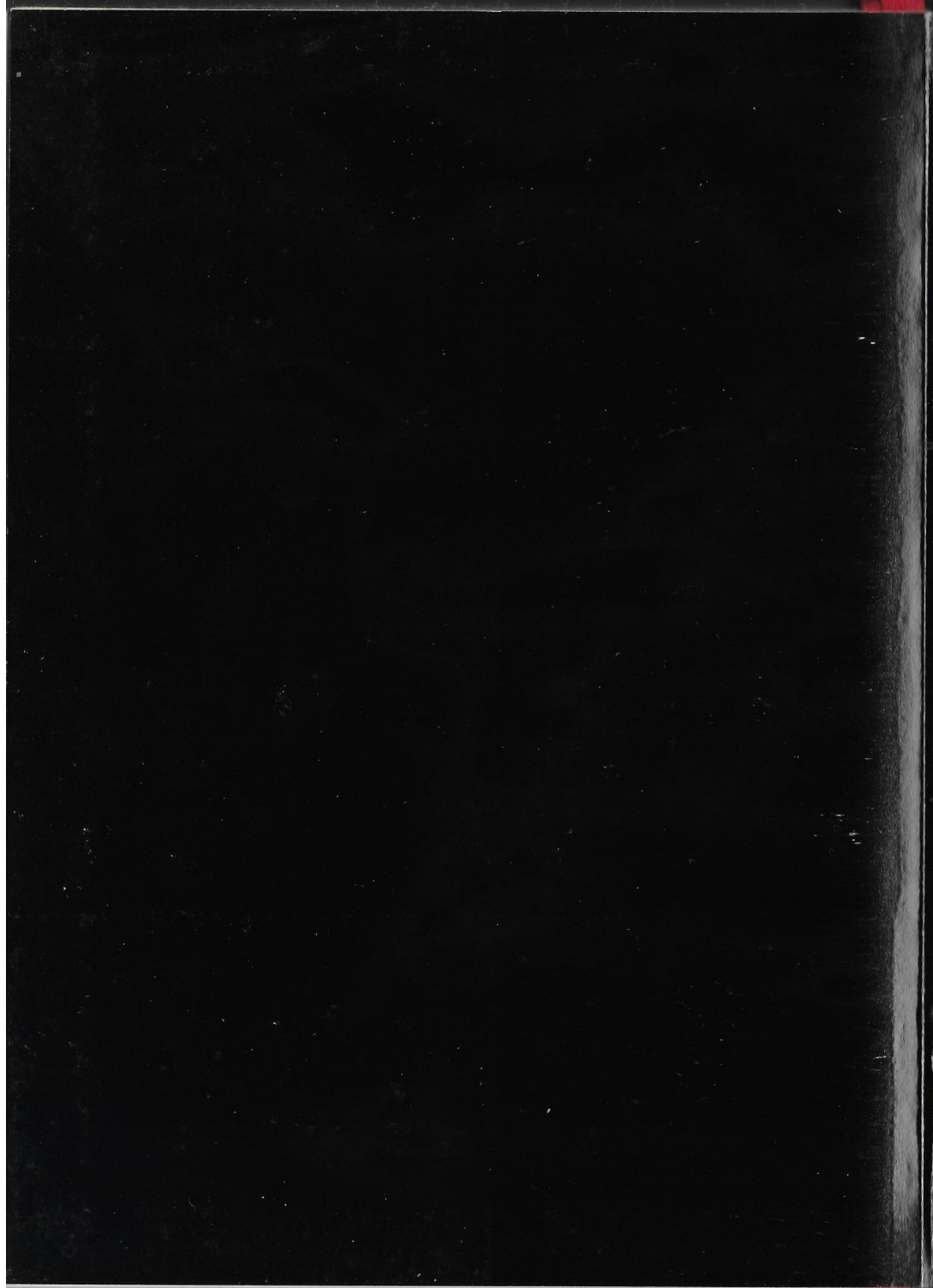
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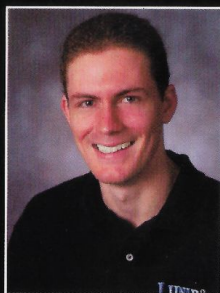
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Offer expires January 1, 2002.





Zach Meston has been writing about videogames since the tender age of 17, when he quit his first and only real job as the assistant manager of a bookstore in Maui, Hawaii. (What a rough life he's led, huh?) Before landing his current gig as Working

Designs' Vice-President of Game Content, Meston was a freelance journalist whose editorial work appeared in nearly two dozen magazines, including *GamePro*, *GameWEEK*, *PSExtreme*, *VideoGames*, and *Wired*. He is also a prolific hint-book scribe, with sole or co-authorship of almost forty game-related guides, including the **LUNAR®: SILVER STAR STORY COMPLETE OFFICIAL STRATEGY GUIDE**. Meston resides in Redding, California, where he spends his free time juggling chainsaws, pursuing a degree in pinball wizardry, and trying to conceal the enormous veins on his forehead.

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<http://www.workingdesigns.com>

Jacket design by Don Shirley

ISBN# 0-9662993-3-7



Hiro



Ruby



Ronfar



Jean



Leo



Borgan

Getting crushed by the beefy Borgan? Hopelessly (and understandably) lost in the Lost Labyrinth? Can't find any of the Bromides, much less all of them? Then drop some silver and pick up the LUNAR 2: Eternal Blue Complete Official Strategy Guide! Inside its 300+ jam-packed pages, you'll find:

- ★ Detailed maps of every town and dungeon (in dreamy 3B!).
- ★ A complete full-color walkthrough.
- ★ Massive charts with information on every weapon, spell, item, and monster.
- ★ Butt-kickin' combat strategies.
- ★ Top-secret info on hidden dungeons and mega-special items.
- ★ Exclusive outtakes from the "Making of LUNAR 2" interview sessions.
- ★ Three sheets of glossy character, bromide, and memory card stickers.
- ★ An exclusive offer for a huge (and free!) LUNAR 2 poster.

Only the pleasant peasants at Working Designs could bring you a hint book this helpful...and *this husky!*



Lucia



Gwyn



Lemina



Lunn



Mauri



U.S.\$19.95



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